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Number 19

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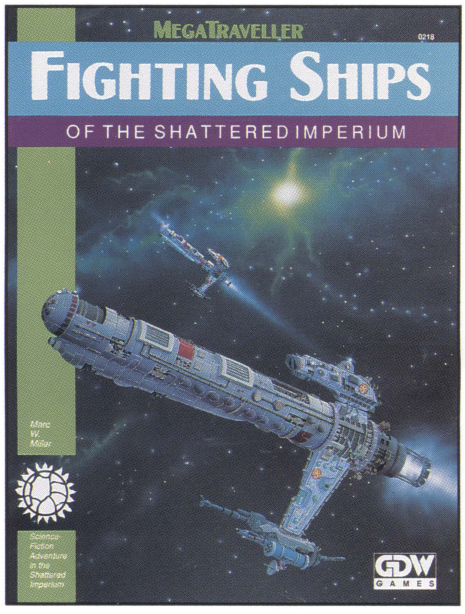

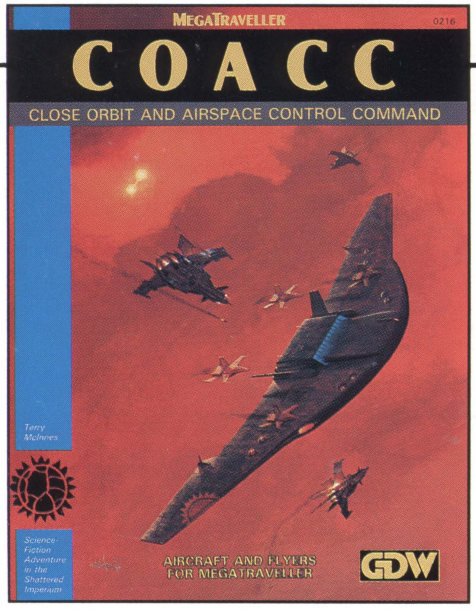

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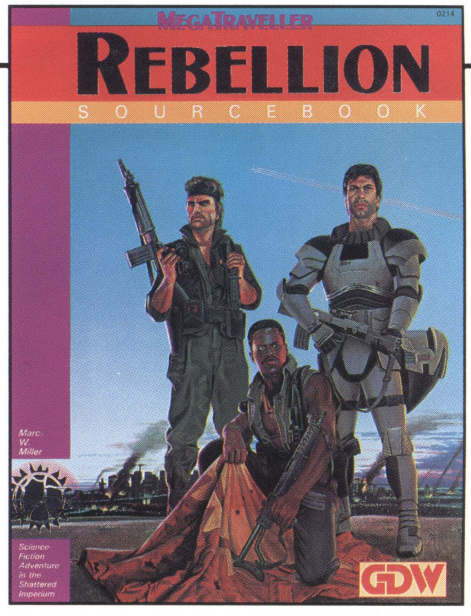

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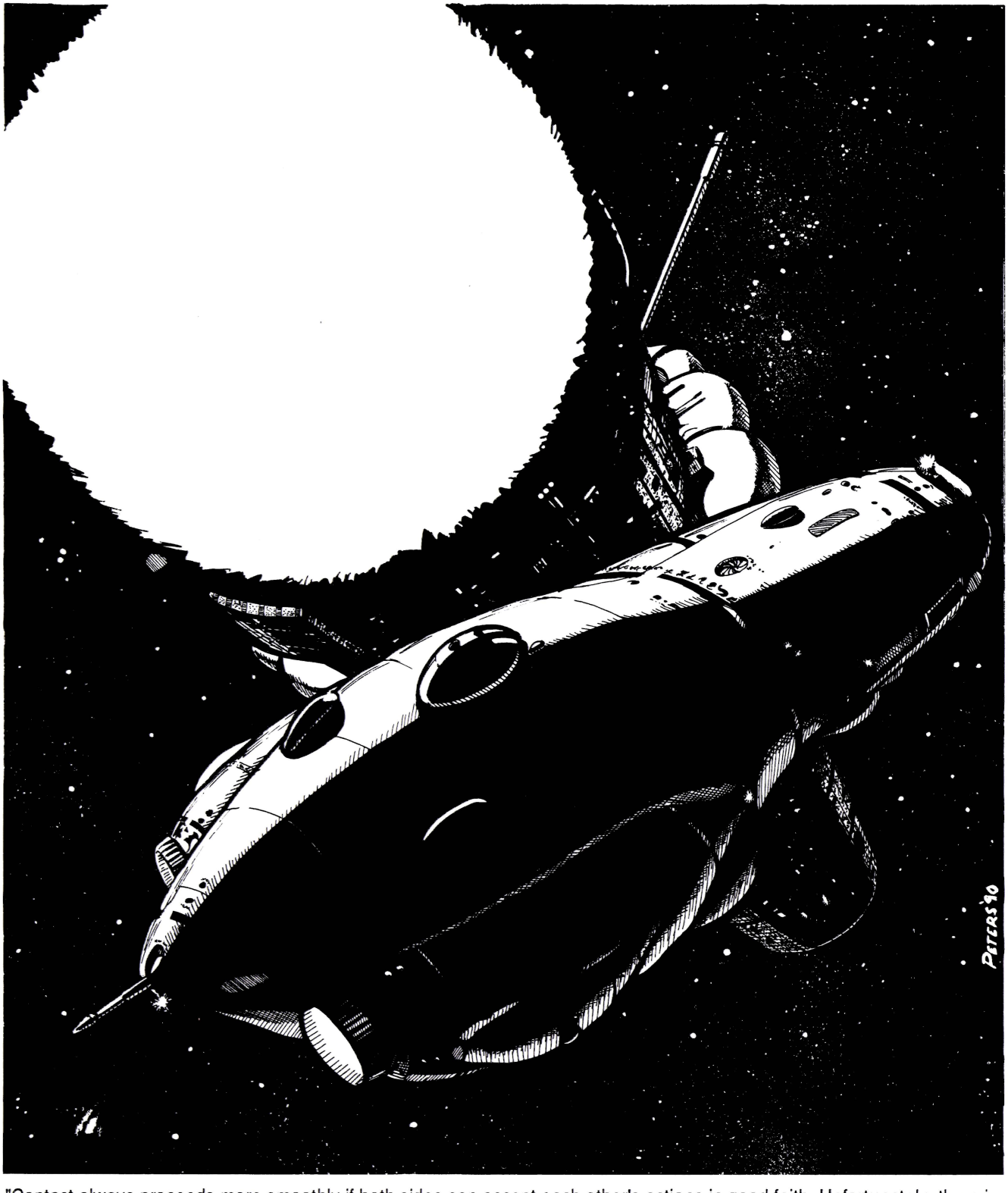
Out of the Night



"Contact always proceeds more smoothly if both sides can accept each other's actions in good faith. Unfortunately, there is no universal formula for demonstrating one's good intentions."

— Akidda Laagiir, from "New Faces" in the *Travellers' Digest*, 1116

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Editors' Digest

FROM THE DESKS OF GARY L. THOMAS AND JOE D. FUGATE SR.

We've had a busy quarter here at DGP. March marked the GAMA trade show in Las Vegas. We had a very productive time, meeting distributors and retailers and raising the **Traveller** consciousness of the country. You can expect to see DGP products in even more stores as the year goes on. If you don't see our products in your own local store, make sure and tell your dealer he no longer has any excuse, because *every major gaming distributor in the country* now carries our products.

ALIENS HAVE LANDED

Some of you already have *MegaTraveller Alien, Volume One* in your hot little hands. If you don't have it yet, get it! This beautiful product will make Vilani and Vargr characters come alive for you as never before. And don't worry, we won't forget volume two and subsequent volumes. Expect about two books of aliens per year.

Also to make Vilani & Vargr more useful, look for our adventure module *The Flaming Eye*, by J. Andrew Keith. This exciting book is scheduled for GenCon release.

YOU ASKED FOR IT DEPARTMENT

"Traveller Arsenal" is now "Traveller Cache and Carry", covering all kinds of equipment and not just weapons. Since we had to cut it last issue, we made it up to you in this issue, with four full pages of goodies.

This feature is another good place for all you would-be contributors to get your feet wet. Send us your equipment ideas, with the data we would need to fill out an equipment sheet form. A rough sketch of your item would be helpful in most cases.

UH-OH DEPARTMENT

The art credits for *Aliens, Volume One* neglected to mention Robert Parker, who executed the world maps of Vland and Lair on the inside covers. And Mike Jackson, Clay Bush, Philip Athans, Mike Mikesh, and David Riddell should all have gotten an additional design credit. Sorry, guys. These corrections will be made when the product goes back to the printers for reprint once the first run sells out (which looks to be soon the way these things are disappearing).

WE HAVE A WINNER

Well, six of them, actually:

The winners of Survey Sweepstakes 17 were:

Larry Fries
Douglas W. Johnson
John A. Jamieson

They each received a copy of *Aliens, Volume One*.

The winners of Survey Sweepstakes 18 were:

Jeffrey C. Glass
Gerald M. Moriarty
Mark F. Cook

They will each receive a year's free subscription to *The Traveller's Digest*.

The winners of Sweepstakes 16 were to receive *The Black Duke*, but since that has been postponed in production, they also received *Aliens, Volume One.*

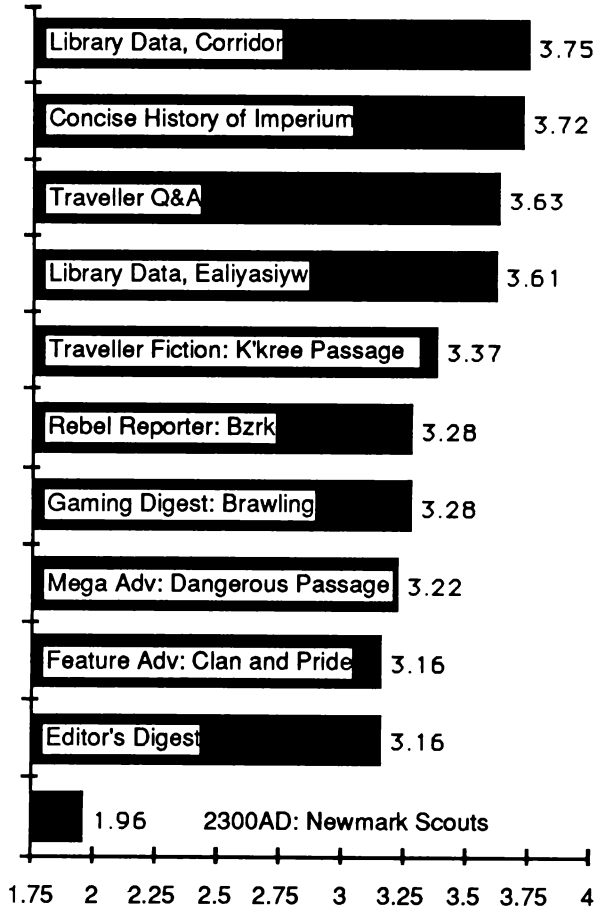
Congratulations, all. And thanks to all of you who respond, for your comments, suggestions and opinions. We aim to please our customers, and communication is essential to that.

COMING EVENTS

Our characters are almost home, and both home and characters have changed over the years. Next issue will see them in the Trojan Reach, and issue 21 takes them all the way home. But is everyone happy to see them? You'll find out.

Incidentally, with the Trojan Reach and Reft sectors in issue 20, we complete our detailing of the area "behind the claw". We hope this is helping all of you who adventure in this dynamic area.

And after issue 21, even better things are in the works. Stay tuned!



TD18 Survey Sweepstakes Results

AKIDDA LAAGIIR, JOURNALIST

STATS:
858AAB age 50 8 terms Cr 21,000
Interview-5, Streetwise-3, Grav Vehicle-1, Linguistics (Aslan)-1, Wheeled Vehicle-1, Admin–1, Brawling-1, Computer-0
Holocrystal Recorder
Starport A, Large, Dense Atm, Wet, High Pop, Mod Law, High Stellar
Born: 319-1059

Position: Current recipient of the *Travellers' Digest* Touring Award.

Akidda Laagiir started at age 18 as a copy boy with the *Mora World Review*; his friendly face and ability to gain the trust of others contributed to his steady career progress.

Living on Mora, with its charismatic dictator, the Duchess Delphine the Matriarch, is sometimes a trying experience for any journalist, which may explain his occasionally iconoclastic actions. He is slightly prejudiced against "the system", preferring fresh ideas and fresh ways of doing things. This boldness (especially in interview situations) has also contributed favorably to his career.

His admin skill was learned while moving up the ranks, but it is a skill that he would just as soon not need: he much prefers cutting through to the heart of a situation. While he is sensitive to the needs of others, he has a well developed self-preservation instinct that allows him to quickly adapt to a strange locale or culture — a skill that has saved his neck on more than one occasion.

Like most writers, he is consumed with curiosity, and when the *Travellers' Digest* journalism contest was held again in 1098, he was among the first to apply. His piece was entitled "The Imperial Frontier: The Next Millenium". In it, he discussed the spinward frontier sectors of Deneb, Spinward Marches, Trojan Reach, and Reft as well as their role in shaping the growth of the Imperium in the next 1,000 years. On 258-1099, he received the announcement that he had won the coveted *Travellers' Digest* Touring Award.

Akidda has been travelling and submitting articles of his travels for over seven years.

Roleplaying Notes: Akidda's strong interview skill indicates he has a real nose for a good story: to play him otherwise would be untrue to his character. His natural curiosity makes him likely to pursue "trouble" rather than run from it.

The counterbalance to Akidda's tendency to seek out such trouble is his streetwise skill, which enables him to lessen the harmful results of an otherwise awkward situation. His streetwise skill may enable him to "stumble" onto a valuable source of information the others would overlook.

Keeping this in mind, the referee should use the NPCs encountered by Akidda as those with the most valuable information to the group, as a result of Akidda's abilities. Akidda's phenomenal interview-5 skill gives him tremendous insight when dealing with people.

DUR TELEMON, EX-SCOUT

STATS:
A7A85B age 42 6 terms Cr10,000
Auto Pistol-3, Survival-2, Pilot-1, Grav Vehicle-1, Engineer-1, Gambling-1, Linguistics (Aslan)-1, Brawling-1, Computer-1, Vacc Suit-0
Auto Pistol
Starport A, Large, Dense Atm, Wet, High Pop, Mod Law, High Stellar
Born: 038-1068

Position: Ex-Scout (on reserve status).

Dur Telemon was *born* into the Scout Service. His father was in the Scout Service while Dur was growing up, and both of his grandfathers had served in the Scouts in their younger days. Dur enjoyed nothing more as a boy than to sit and listen to their tales of adventure.

The Fourth Frontier War broke out when Dur was a teenager — his father's service in the war was a source of pride for the entire family and deepened Dur's love for the Scouts.

Dur's individualistic nature meshed well with his duties in the Exploration Office of the Scout Service. In his first term, a "routine" mapping expedition on Pannet/Rhylanor suddenly turned into a hostage rescue operation, and it was then that Dur happened to save Dr. Krenstein's life. Neither of them is overly emotional about it, but it was that initial chance encounter that grew into a respect and friendship between the two men over the years.

Dur's second and third terms were spent in District 268 and Five Sisters Subsectors doing various planetary surface and orbital surveys. During these surveys, Dur learned much about staying alive and living off the land in unusual environments. Halfway through his fourth term, he was transferred from his field post in the Exploration Branch to a bureaucratic position in Fleet Support.

Dur has resigned from the Scouts and has been travelling with his uncle, Akidda Laagiir.

Roleplaying Notes: Dur is the brash adventurer of the group and as such he is the least likely to fear physical confrontations or physical discomfort. He is also the most likely of the group to act without giving due consideration to the consequences. He has genuine concern for others and is the most likely to risk his life to save someone.

DR. THEODOR KRENSTEIN, SCIENTIST

STATS:
485FCB age 67 12 terms Cr 300,000
Robotics-5, Leader-3, Electronics-2, JOT-2, Laser Rifle-1, Grav Vehicle-1, Linguistics(Aslan)-1, Medical-1, Mechanical-1
Hand Computer (TL15), Electronic Tool Kit, Robot AB-101
Starport A, Small, Vacuum Atm, Wet, High Pop, Mod Law, High Stellar
Born: 173-1043

Position: Graz Redniz Chair of Computational Robotics at Rhylanor Institute of Technology — on sabbatical leave.

Dr. Theodor Krensteim is a gifted, multi-talented scientist, with interests from anthropology and archaeology to xenology and zoology, including most of the "ologies" inbetween.

Born on the planet Rhylanor, he entered the Rhylanor Institute of Technology at the age of eighteen, eventually receiving advanced degrees in computer science and roboticsl. He went on to serve three terms as Dean of the School of Robotic Science at RIT, after which he was appointed to the Graz Redniz Chair of Computaational Robotics, a prestigious and coveted position He is the author of 12 holocrystal publications and over 100 articles in technical and scientific journals, in addition to holding more than 250 Imperial military patents for his inventions and robotics work. Despite his academic success, he has become bored with what he has been doing, and realizing his age, took an extended sabbatical from teaching in order to make forays through Deneb
Sector.

Among his many pursuits, Dr. Krenstein has aided the Scouts in developing robots for planetary surface surveys. During a test in 1090 on Pannet/Rhylanor, members of a disgruntled anti-technist group kidnaped Dr. Krenstein and threatened to kill him if the Scout Service didn't meet their demands. A young Scout named Dur Telemon was part of the all-volunteer raiding team that finally freed Dr. Krenstein; in fact, Dur was the first to reach the doctor.

After this incident, the doctor constructed his servant, bodyguard and experiment in synaptic learning, "Aybee".

Dr. Krenstein has been travelling with Dur Telemon and Akidda Laagiir since their chance meeting five years ago.

Roleplaying Notes: Dr. Krenstein, the "Mr. Fix-it" of the group, contributes valuable analytical skills. Together with Aybee, the doctor may contribute unusual insights Dur or even Akidda might otherwise overlook.

The doctor is slightly mischievous in the manner in which he conceals Aybee's true robotic nature — a source of much fun if roleplayed completely. The doctor seeks new experiences and knowledge for both his robot and himself, so he will pursue adventure suggestions readily.

Keep the doctor's age in mind — he is the least able of the group physically, although Aybee helps to make up for this.

AYBEE WAN OWEN

APPARENT STATS:
8D9C7B age 19 0 terms Cr 0
Medical-1, Linguistics(Aslan)-1, Grav Vehicle-1, Laser Welder-1, Pilot-1
Starport A, Small, Vacuum Atm, Wet, High Pop, Mod Law, High Stellar
Born: 049-1081

Actual Pseudobiological Robot Profile:
Constructed in 1091 by Dr. Theodor Krenstein
561x2-A2-PM327-FDC7(J) Cr11,970,600 319kg
Fuel=78.1 Duration=21.7 TL=15
7/17 (Jack)
Head (10%), 2 Lt arms
2 Eyes (+1 light intens), 2 ears, voder, touch sensors
Pwr int, brain int, TL 15 holo recorder, Lt laser welder
Medical-1, Linguistics-1, Grav Vehicle-1, Valet-1, Laser Welder-1, Rescue-1, Emotion Simulation

Position: Personal servant and protégé of Dr. Krenstein.

AB-101, or "Aybee", is a pseudobiological robot designed and constructed by Dr. Krenstein. Aybee's apparent UPP is what Dr. Krenstein wishes Aybee to project to others based upon his programming (he is actually capable of much greater values); his intelligence and education are estimated from his computer hardware and software; and his social class is based upon his position as a knight.

Although Aybee's programming gives him certain basic abilities, he lacks true artificial intelligence and thus can make errors in judgment; in abstract situations, this effectively lowers his true skill level. Aybee's "weapon" is a light laser welder, built into his right arm. Many Imperial worlds specify standards for robot-installed weapons, and Dr. Krenstein has designed Aybee so that his arm (ostensibly used only as a tool) can pass inspection by officials, since laser welders are generally not restricted by local law levels; however, voice override controls allow Dr. Krenstein to use Aybee as a weapon at short range.

Roleplaying Notes: Without a doubt, Aybee is the most unusual of the quartet. He is also the most difficult to roleplay effectively.

Aybee is the most valuable piece of equipment the group has. He can record situations in 3-D holograph form (10 minutes' worth, after which it is relegated to 2-D storage), then play them back for future study at the group's leisure. He will quietly observe a situation and report his findings to the doctor, keeping the doctor's safety as his priority.

Aybee is a good source of logical analysis, although his conclusions are devoid of any creativity or revelations beyond the obvious (although sometimes the obvious can seem like a revelation). Play him as a naïve, knowledge-hungry character. He should make errors in judgment when a situation relies heavily on intuition. He is likely to miss subtle innuendos that humans are so prone to use.

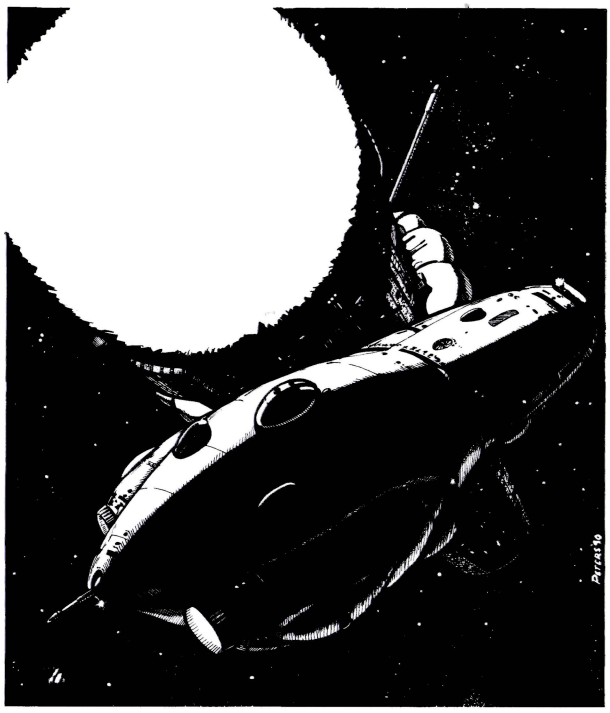
Strangers who find out that Aybee is a robot may react negatively (increase the difficulty of any interpersonal task one level). Most will never suspect from casual observation that Aybee is nothing but a machine.

To determine Aybee is a robot at close (1.5m) range:
Difficult, Robotics, Interview, 2 min
Referee: Roll once during the first encounter. Thereafter roll daily if the character constantly spends extended periods of time near Aybee. Otherwise, ignore this task — there is no chance for detection.

Aybee's power plant is a closed hydrogen/open oxygen fuel cell. Aybee carries his own hydrogen supply, but the hydrogen is oxidized by oxygen from the air. Aybee is thus much like a true human in this respect — if he loses his oxygen supply, his power plant will not function. After an accident at the Shudusham Robotics Conference, Krenstein installed a half-hour supply of oxygen for emergencies. Aybee's fuel cell produces a harmless waste by-product which must be eliminated from time to time: pure water.

Out of the Night

ADVENTURE NUMBER 19
—by Nancy Parker



This adventure takes place in orbit around Ahfatre (Riftspan Reaches 2219 B2414N9-E). The characters are aboard an Aslan merchant vessel which is taking passengers across the jump-5 route to the Trojan Reach.

Dates: All dates in this adventure correspond to the Imperial calendar. The starting date is 240-1110.

Non-Player Characters

Ftailausaeaw, Captain, Aslan Male

A69789 48 ftahea (42 years) 4 terms
Leader-2, Pilot-2, Dewclaw-1, Gunnery-1, Ship's Boat-1, Tolerance-1, Vacc Suit-1

The captain of the *Yuhtaao* is a frustrated explorer at heart. He would happily leave merchant service for a position in an *ihatei* fleet, but he is committed to his sister's business for at least one more term.

Aseirliy, Executive Officer, Aslan Female

779899 40 ftahea (35 years) 3 terms
Admin-2, Broker-2, Liaison-2, Computer-1, Grav Veh-1

Aseirliy is the captain's cousin, and dedicated to the business success of the *Yuhtaao.* She hopes to rise higher in the family business, and has therefore vowed not to marry. There is some tension between her and the captain at times.

Yefteakh, Medic, Aslan Female

888AB8 35 ftahea (31 years) 2-1/2 terms
Medical-3, Biology-2, Liaison-2, Tolerance-1

Yefteakh is always fascinated by a medical puzzle or challenge. She plans to leave the Yuhtaao at the far end of the Rift and seek a research position on one of the Aslan worlds of Trojan Reach Sector. She is friendly with the characters, especially Dr. Krenstein, whom she greatly respects.

Keetrril, Salika Captain

56A9AB 40 years 10 terms
Admin-2, Pilot-2, Sensor Ops-2, Gambling-1, Persuasion-1, Vacc Suit-1, Computer-0, Navigation-0

Keetrril has spent his life in ship management, and now has high hopes of bringing his people safely to a new planet. He feels great affection for those under his care.

Sodaquir, Salika Scientist

659BBC 42 years 10-1/2 terms
Biology-3, Chemistry-2, Electronics-2, Computer-1, Genetics-1, Linguistics-1, Medical-1, Vacc Suit-1

Sodaquir is head of the science department of the ship. He is not quite as multi-talented as Krenstein, but has a fast and flexible mind even though he is getting rather old for a Salika.

REFEREE'S SUMMARY OF NUGGETS

News From Home is the opening dialog. It introduces both the major action of the adventure (an alien ship appears) and a minor mystery about Aybee which can occupy gaps in the action as desired. For more information on Aybee, see **Playing The Characters: Aybee Grows Up** at the end of the adventure. This subplot will affect his character from now on.

What Was That? presents the first information on the alien ship and the decision to intercept it.

Mystery of Life is a floating nugget, to be used in as many pieces as necessary when Dr. Krenstein tries to study Aybee's new behavior.

A Closer Look allows the characters to try to establish contact with the alien vessel, and offers them a chance to board it.

A Neighborly Visit tells what happens when the characters visit the alien ship.

Upstairs, Downstairs, and... takes the characters on a tour or the alien ship and introduces the alien's problem.

The Tale of the Salika is information to be given to the characters as they converse with the aliens.

A Less Neighborly Visitor introduces a complication in the form of a disease affecting those who have met the aliens.

Tasks for diagnosis and cure are provided.

Solutions invites the characters to try to solve the problem presented by the aliens' need for help and their contagious vessel.

NEWS FROM HOME

Opening Dialog

Akidda Laagiir sat before a viewscreen tuned to the view outside the ship. It drew its picture from sensors turned down the length of the Rift from this world.

"I've never seen a sky look so empty," he mused, reaching for his holorecorder to dictate his thoughts.

"Kidd, look at this!" Dur Telemon burst into the room, waving a printout sheet agitatedly.

"Don't interrupt a writer when he feels a poetic mood coming on, Dur," the reporter rebuked him, without turning around.

"Oh, space your poetic mood, Kidd! We're at war!"

"What, again? I thought we finished that mercenary contract." This was at least sufficient to get Akidda's attention. He had not enjoyed their participation in an Aslan clan war a few months before.

"No, not *us*, the Imperium. Rhylanor's been attacked. Here, look." Dur thrust the flimsy into Akidda's hands and began to pace the room.

Akidda read the dispatch and sighed. "Goodbye poetry, hello war correspondence. Maybe I'd better learn to use a laser rifle after all."

"What's the matter?" inquired Dr. Krenstein from the connecting door of their rooms. He and Aybee entered at Akidda's inviting gesture.

"The Zhos are at it again, that's what's the matter," Dur snapped. "We're going home to a war. Kidd's got the printout right there; I just got it translated from the ship's computer when I asked for news. It was radioed from the planet with a bunch of other stuff. You'd think nobody else cared."

"May I see it?" Aybee requested. He seemed the least disturbed of the four, which was not too surprising. Akidda handed him the paper, remarking with a frown, "I hope everyone at home is all right."

"Most of these wars have been fought in space rather than on the contested planets," Aybee observed distractedly as he located and converted the Aslan date in the untranslated header material on the sheet. "Dur, this news is quite old. It has taken over a year to reach us."

"Great. Maybe we're going home to a cold blast crater instead." Dur was determined not to relax.

Dr. Krenstein began to swear imaginatively at Zhodani, Vargr, and any other forces that couldn't keep their hands off his home planet. Rarely had his companions seen him so upset. He concluded with a racial epithet for the Zhodani that even Dur hadn't heard in a while.

"Doctor, I'm surprised at you," Aybee said. "I expect Dur to talk like that, he's a Scout. But I thought you were opposed to racism. Enemies in war aren't necessarily despicable."

Dur snorted. "Try studying your history, Aybee."

"I have studied it extensively, Dur, and it seems to me that most of the wars could have been avoided if both sides had considered each other's claims reasonably instead of losing their tempers. There *is* such a thing as negotiation."

Dr. Krenstein was looking at his invention as if he had never seen him before. "Aybee, since when do you tell me what to think?"

"I do not mean to dictate to you, Doctor, but I do think my statements just now were reasonable."

"But I didn't program ethical judgement into you! If anything, you should be just as loyal to the Imperium as I am."

"I am not being disloyal. I am saying sentients should not kill one another if it can be avoided. Is judging human behavior so unusual? Perhaps I learned it. My thinking has been different lately..."

A gasp from Akidda interrupted them. He had been brooding before the viewscreen and now ducked away from it as though the vision it provided could touch him.

"What was *that*?"

A long streak of light glowed as an afterimage on human retinas and robot sensors. An object had flashed by their ship at a reckless fraction of the speed of light and was now receding in a long curve.

"It will make a cometary orbit if it vectors a bit...yes, that was thruster fire. It's a ship. But who flies like that?" Dur's space experience allowed him to analyze the sight while Akidda was still shaking his head.

"We can check what the bridge sensors recorded," Aybee offered, and did not wait for agreement from the others before keying the comm unit. He hadn't quite touched it, though, when it came on. "All hands to stations."

WHAT WAS THAT?

Scene: Only Dur has a station that he must occupy during an alert — he is a pilot. Aybee and Akidda have been working as stewards and need not report (the passengers are on the planet until departure time). Dr. Krenstein has no official position this trip. Thus all can get close to the action if they stay out of the way.

The bridge crew is busy and annoyed; no one should pass so close to another vessel without warning. Aslan are growling at the unknown pilot of the strange vessel, but to no effect — radio messages are getting no response.

Action: The captain puts Dur at the helm and reshuffles his small on-duty bridge crew to get the best sensor operator into action. He consults with the system authorities and finds no one better informed than himself. The system has few of its own ships available for investigation and asks for help. Since the passengers have already disembarked and the captain is just waiting for cargo from some of the moon colonies, he is free to indulge a taste for excitement (natural to a male Aslan). He orders his ship to intercept the orbit of the stranger.

To plot and fly an interception course:
Routine, Pilot, Navigation 1 hr

The exec is not best pleased by this waste of time and fuel, although the planetary authorities have requested it and offered reimbursement for the expenses of investigation. She begins snapping at unnecessary personnel on the bridge and the characters need to soothe her a bit in order to keep their ringside seats. Use the following task roll or role-play the discussion completely:

To mollify the exec:
Difficult, Int, Persuasion or Interview, 1 min

The best place to make the interception will be where the newcomer's orbit swings back close to the sun. Sensors report that he has taken up a modified cometary orbit and is slowing, but still going much faster than anything else in the system.

In the time it takes to intercept, it is impossible to identify the unknown craft. Krenstein may decide to take time off and examine Aybee.

MYSTERY OF LIFE
(Use as needed when Krenstein examines Aybee)

Scene: You have about three hours before Aybee must report for work. For once, he seems restless about having his circuitry exposed. He seems to feel that everyone else thinks something is wrong with him, while he feels fine.

Action: Krenstein has his work cut out for him — to find how Aybee's thought process differs from its earlier pattern.

To diagnose Aybee's changed behavior:
Difficult, Robotics, Int, 3 hrs

Obviously this won't be done at one sitting. All Krenstein can do before Aybee goes off to his housekeeping tasks is to obtain a data dump to his hand computer — which, incidentally, holds only a part of the data available — and begin to work on it.

The subtasks break down as follows:

To obtain a partial data dump (three are required in all):
Routine, Computer, 10 min

To analyze the data:
Difficult, Computer, Int, 30 min

Referee: The pattern Krenstein is looking for is quite subtle and he doesn't really know what it will look like. On success, tell him he sees a pattern of redundancy in the recorded processes that was not present in Aybee's early years. On exceptional success, he remembers that he has seen traces of this recently when checking Aybee but paid little attention.

To find the cause of the redundancy:
Difficult, Robotics, Int, 1 hr

Referee: On success, Krenstein finds a bit of code that seems to be embedded in most of the questionable processes. On exceptional success, he knows that this code was not written on Rhylanor, either by him or by his students. He does not recognize its source.

It may also occur to Krenstein to check Aybee's hardware. This is time consuming and reveals nothing.

To check Aybee's circuitry:
Routine, Electronics, Edu, 20 min (uncertain)

Krenstein may wish to question Aybee verbally and even enlist Akidda to help him.

To learn from Aybee when the changes began or what their nature is:
Formidable, Robotics or Interview, 5 min, (uncertain)

Referee: On Total Truth, Aybee is aware that he has been examining his own thoughts more lately, but the beginning of this trend was so gradual that he cannot point it out. He thinks it was within the last five years or so. On Some Truth, no time period can be ascertained at all. On No Truth, Aybee is of the opinion that the books he has read must have influenced him.

Regardless of success, Aybee maintains firmly that he has let no one tamper with his programming without Krenstein's knowledge. If Krenstein is quite on the ball, he may recall that on one past occasion he did allow someone to help him repair Aybee. One of the other characters may also think of it.

To recall the Hiver incident on Shudusham (see *Travellers' Digest* Adventure 8) and connect it with the present mystery:
Difficult, Int, Det, 5 min

A CLOSER LOOK
(When interception is made)

Scene: Your ship matches orbits with the stranger, moving now at a high velocity just inside the orbit of the system's one habitable planet. The ship's lines are unfamiliar; its size is enormous. Your radio operator is attempting to contact them.

Action: The configuration of the ship could be identified by someone with a knowledge of lower technology.

To recognize the purpose of the exterior structures of the strange ship:
Difficult, Engineering, History or Computer, 30 sec

Referee: A creative use of data banks may substitute for personal knowledge of tech history. On success, inform the player that he thinks the ship is powered by a ramjet, and scoops hydrogen from space for fuel. This system is rarely used in the Imperium.

None of the commonly used frequencies or hailing messages gets a response. Anyone's suggestions on contacting the stranger would be acceptable.

The correct frequency is far on the low end of the range of bands the Aslan ship uses. If the operator finds it, he will hear gibberish which even a linguistics expert cannot identify. Another approach to contact might be flashing lights or even sending a ship's boat close to the other ship. After numerous attempts on both sides to establish communication, the strange ship will open one of its docking bay doors in an apparent invitation to come aboard. The captain is willing to try it, if only to show his fearlessness. The exec is *not* going and wishes to keep most of the crew on their own ship. Is anyone else interested?

The characters are not guaranteed a place on the expedition.

To get permission to go with the ship's boat:
Routine, Ed, Admin or Aslan Linguistics, 10 sec
Referee: This can be a group task, with one character chosen as spokesman, or individual characters may try it alone.

If the characters choose not to go or fail to get permission, play up the subplot of Aybee's new awareness while the Aslan are gone. Be sure to send the medic with the ship's boat so that when everyone falls ill on returning, the characters will have to bear the brunt of solving the medical problem and even helping to run the ship.

A NEIGHBORLY VISIT
(Aboard the alien vessel)

Scene: As you approach the ship its size becomes even more daunting. The ship is unstreamlined, built only for space-to-space maneuvers. Its shape is roughly round but with many appendages, some of which could be weapons (this is quite uncertain). At least one of these appendages moves to track your approach.

The door which opened is still waiting for you, but there is no other sign of activity. The bay has several small shuttle craft inside. There seems to be just enough room among them for your ship's boat.

Action: The captain is wary of the tracking instrument and suggests buzzing the ship as a counter to it. This might be a good opportunity for Aybee to express his peace ethic and try to prevent a confrontation. After all, the alien has made no hostile move. If the captain gets his way, the bay door closes in response to the buzzing, and more attempts with lights or radio are necessary to get it to open again, but the strange ship does not deploy any weapon.

Either an Aslan or Dur could be at the controls of the ship's boat, depending on how determined Dur was to get the assignment. The landing maneuver is not easy.

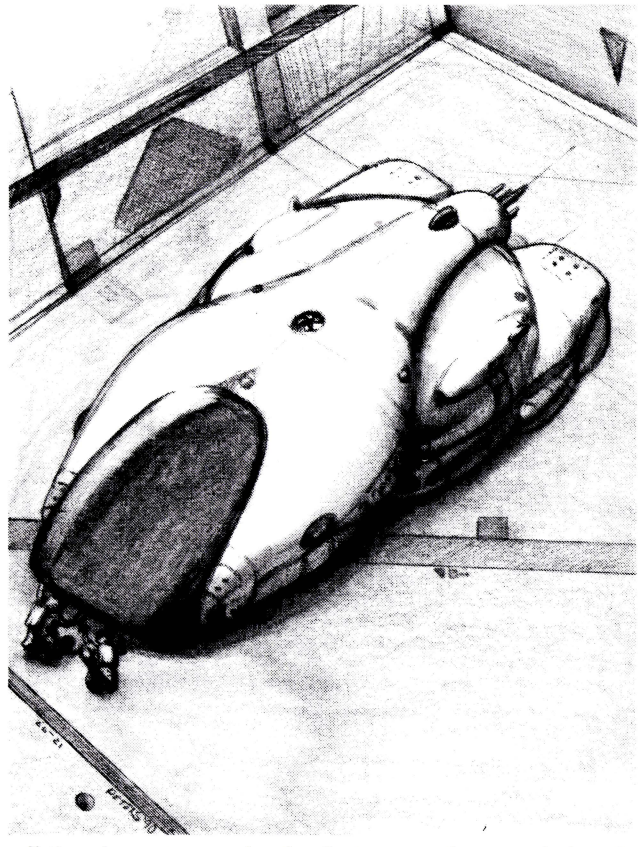
To land the ship's boat in the docking bay:
Difficult, Dex, Pilot, 1 min (fateful)
Referee: A mishap should involve damage to the ship's boat or possibly to one of the alien shuttles (which is a great way to open diplomatic relations). Consult the standard rules if repairs are needed before the ship's boat can take off again.

If a mishap does occur, bright white lights flash and a faint vibration in the shuttle floor denotes the alarm sounding (no sound carries directly in vacuum.)

Mishap or no, when the ship's boat has landed, the bay doors slide slowly shut, sealing the ship in total darkness.

Once the doors are closed, lights come on. They are reddish and low-intensity. The bay remains in vacuum, according to the boat's instruments. The gravity feels substantially lighter than that aboard the Aslan ship. Instruments report it as 0.74 g.

If the characters and accompanying Aslan do not soon come out of the boat in their vacc suits, a lock opens on the starboard wall of the bay and two beings emerge, wearing somewhat bulkier suits than Imperials are accustomed to see. The strangers are upright bipeds with two arms, somewhat smaller than most humans; that is all that can be seen with suits on. The two make inviting gestures toward the boat, indicating the door through which they came. If they get no response, they approach the ship and tap on its side with small tools.



If the characters make the first move, they are led to the lock by a flashing light and its controls appear self-evident. The lock will cycle two people through at a time.

To use the airlock correctly:
Routine, Edu, (any space-related skill), 20 sec

The air inside the ship is judged breathable by the characters' suit instruments. Take note which characters respond by opening their suits to try it, but make no comment at this time.

Once inside, the characters meet unsuited aliens. They are covered in short, fine fur that lies flat like a seal's. This fur varies in color, as do their eyes. The aliens' hands are long-fingered, with somewhat more webbing than a human's and with more joints.

The aliens are quite determined to communicate with the characters. They employ diagrams, holorecords, and much pantomime to demonstrate their language and learn that of their guests. Unfortunately, some sounds outside the range of human or Aslan hearing are involved. Aybee might catch these sounds, but any character has a chance to realize what the problem is and think of solving it mechanically.

To realize that the Salika language includes ultrahigh sounds:
Difficult, Int, Edu, 1 min
Referee: Use of a sound recorder makes this task Routine.

To learn the alien language enough for basic understanding:
Difficult, Int, Linguistics, 1 hour (group task)
Referee: Characters can pool their skills and insights in learning the language as well as working with different aliens simultaneously.

The Salika will attempt to reciprocate by learning Aslan. This is apt to cause problems (see *Trokh: Language of the Warriors* in issue 17) and fray Aslan tempers. However, the suggestion that the aliens learn Galanglic instead will not be well taken by the Aslan, either.

To avoid offending the Aslan captain:
Difficult, Edu, Liaison or Linguistics
Referee: Roll this for one of the Salika NPCs as well as involving the characters who suggest Galanglic as an alternative. The characters have a far better chance of smoothing over the incident, either on their own behalf or on the alien's, but the captain's common sense in regard to the aliens makes the task Routine for the Salika.

UPSTAIRS, DOWNSTAIRS, AND . . .
(Touring the alien ship)
Scene: A tour of the ship is also on the agenda. You see living quarters, rooms and pools for recreation and education, work spaces, hydroponic farming, recycling machinery, and engineering areas. The dim lighting and cool temperatures are evident everywhere — these are probably normal conditions for the Salika homeworld. All ages and conditions of Salika are visible and interested in the alien visitors.
Action: The aliens are trying to get one particular item of information across. It has something to do with engineering.

To comprehend the aliens' problem in engineering:
Difficult, Int, Engineering, 2 min
Referee: This task actually *declines* one level in difficulty with repetition if the characters continue to make efforts on the linguistic one.

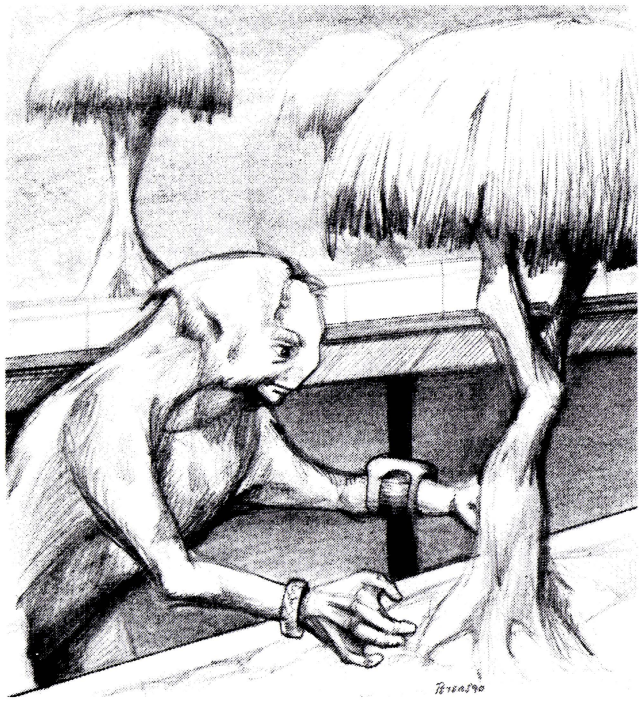
The alien engineering is rather different from the usual Imperial or Aslan technology, but eventually the problem becomes clear. The fusion plant is wearing out; some parts have already failed while decelerating the ship. (Much of the deceleration in-system was accomplished by gravity-well maneuvers and chemical rockets. The drive was reversed a long way outside the system, or the ship would have entered even faster.) This ship is not going to any other system until it is completely overhauled.

The captain wants to talk to his exec about possible solutions to this question, but she says it isn't her worry and suggests calling the planet.
After consultation with system authorities, the captain gives the alien ship permission to remain in the system and to trade for necessary materials.

THE TALE OF THE SALIKA
(Referee Information, to be given to players as they progress in talking with the aliens)
The Salika are native to an isolated planet in Reft Sector (0435 Reft). Imperial library data inform the characters that humans only lately found this planet and have been terraforming it to suit their needs. They found numerous signs of a preceding civilization that seemed to have vanished suddenly not very long ago. In fact, many of the buildings and artifacts of this culture were still usable and have been helpful to the human colonists. Characters now learn that the Salika are the builders of that missing civilization.
The planet's sun is a variable star. In their presentient phase, the Salika were repeatedly driven to the sea for survival as their land habitats dried up in the heat. In ice ages that followed, most of the world's lifeforms gathered near the equator. The legacy of this for the Salika is a physiology best adapted to cool temperate climate, and very suitable for underwater work. Although they breathe air much like Terra's or Kusyu's, the Salika can dive deep and work under water for many minutes at a time.
The Salika came to sentience during one of the longest ice ages of all. They developed a high level of technology (TL11-12) but never developed jump drive. (Of course, early jump technology would have been of little use on a planet jump-7 from anywhere.) As their population and industrial base increased, the need for the land and resources buried under the glaciers became acute. Failing to understand the reason for the periodic ice ages, the Salika undertook to alter their climate by adding CO_2 to their atmosphere. This produced a pleasant temperate-to-subtropical climate for most of the world's surface.
Then the sun went into a hot phase. Within fifty years the planet was virtually uninhabitable for the Salika. During this time, they built a large number of ships with the ability to

The Salika as People
Salika are friendly and tolerant, not at all prone to combat. When they find it necessary to fight to settle a dispute, they always fight bare-handed and the fight ends when one calls a halt.
Age is respected among Salika. At the end of an elder's career, he steps down voluntarily, naming a successor, but he is never pressured to step down before he is ready.
Salika enjoy gambling for pleasure. They spend as much time as possible swimming and diving. Intellectual games are also popular.
This race has had no previous alien contact. Its own language and culture are unified, although in earlier eras they were quite varied. Only history specialists are likely to know much about learning languages.

Creating a Salika Character
The Salika race has a number of characteristics that affect character stats. They are shorter-lived than humans, averaging only 45-55 standard years old at death. However, they reach maturity and begin their careers at 10 standard years. Terms are completed every three years. Aging crises come after 37 years of age.
Strength DM is -1 as is Dexterity, but Endurance is +2. No noble class exists; social status rises with age.
Skills are much the same as for human careers, but military careers are next to unheard of and weapons skills are rare except as applied to hunting animals. Most Salika possess Gambling or Carousing skill. Few have any Linguistics or Liaison skill.
None of the generation now alive has any planet-surface experience, so vehicle skills have fallen into disuse. However, some small vehicles are aboard the ship and manuals for their use are available for use once a planet is found. All aboard the vessel are at least minimally trained in Vacc Suit and Zero-G Env.



carry their passengers for generations. These were sent out in all directions. The ships were capable of about 0.1g acceleration, and continued this until they were travelling about 0.75c. They have been on the way for over a hundred years. All contact with the other ships has long since been lost.

A LESS NEIGHBORLY VISITOR
(Use if any of the party opened their vacc suits on the alien vessel)

Scene: Back on the Aslan ship, while going about your duties, each of you who visited the alien ship begins to feel ill (except Aybee, of course). You have difficulty breathing and have fevers. The symptoms worsen rapidly.

Action: The Aslan are taken less sick than the characters, but medical action is needed in all cases.

To determine the cause of the illness:
Routine, Edu, Medical, 3 min

To find a treatment for the problem:
Routine, Edu, Medical, 10 min
Referee: The illness can be treated with certain antifungal drugs. These are different for Aslan and human, but both are available on board since this ship sometimes carries human passengers.

The illness does not seem to be contagious from human to human or Aslan to Aslan. However, the moon colony which has received one visit from the aliens reports some cases of the same symptoms. (If the characters were so wary that they kept up their isolation after the instruments reported breathable air, this report is the first sign of trouble.) A quarantine of the alien ship is declared until the infectious agent is isolated.

To find the cause of the infection on the Salika ship:
Difficult, Edu, Survival or Biology, 20 min
Referee: This investigation must be carried out under full isolation and decontamination routine.

It seems that the Salika themselves are not the source of the disease. It is caused by a spore, which is being periodically released by one of the plants used for food. The characters were unlucky enough to go through the ship's farm just after one such spore release, and before the air filtration system had cleared most of the spores. Some spores cling to the Salika's fur even when the air is clean. Unfortunately, this plant is crucial to the diet of the ship's passengers during its long voyages.

SOLUTIONS

Scene: The problem has become complicated. The Salika cannot leave the system without technical help and materials from the Aslan. They have little to trade other than knowledge and skills, but how can they trade those while in quarantine? Finally, where can they go?

Action: Try to draw ideas from your players to bring this situation to a happy solution. Invent task rolls as needed. Possibilities need to include replacing the offending plant in the Salika diet, or finding a way to vaccinate against its effects. This could involve some research tasks.

To identify the dietetic importance of the spore-producing plant:
Routine, Edu, Biology, 1 hour
Referee: Reduce the time increment to 5 min if the researchers were exceptionally successful in learning some of the Salika language. The Salika can provide much information but it needs to be translated.

To find a safe replacement:
Difficult, Chemistry, Biology, 1 day, (uncertain)
Referee: Some of the things which could go wrong include chemical incompatibilities with Salika metabolism which are not immediately obvious. This task requires the cooperation of Salika scientists (who may supply the skills in a group effort) and volunteer tasters.

To find an immunization technique:
Formidable, Medic, Biology, 12 hours (group task, uncertain)

The ship could be repaired as it was first built and go on to a designated planet at sublight speed, or it could be fitted with jump drive. Either way will be somewhat expensive. The Salika could work on the Aslan planet if they were careful to decontaminate themselves of the spores before going down.

It would also be possible to take the ship apart and sell it, using the proceeds to set up the Salika travellers on some appropriate planet. The Aslan might be willing to have them help colonize a very lightly populated planet like Aufusyah (1716 Riftspan Reaches) with some sort of reciprocal allegiance agreement. This is dependent on finding a way around the spore problem so that the two races can live near each other. That particular planet would be quite homelike for the Salika.

Playing the Characters: Aybee Grows Up

Conceived as a state-of-the-art TL15 robot, AB-101 has undergone numerous changes and upgrades in his 20 years of existence. He has also amassed a wealth of experience which few humans have the chance to acquire, by touring the Imperium, meeting alien races, and constantly investigating everything that crosses his path.

In this issue, Aybee grows into true artificial intelligence, rather than being given it. Several factors have contributed to this gradual growth, most of which are known to Dr. Krenstein. The hidden factor is a virus placed in Aybee by the Hiver who helped repair him on Shudusham. This virus, in essence, created a self-checking redundancy in all Aybee's thinking — causing him to think about his own thinking with increasing complexity. Sentients, of course, are born with the capacity for introspection (which develops with maturity), but teaching the ability to a computer has occupied the best brains in robotic science for thousands of years. The combination of the virus with Aybee's extensive personal experience bore fruit eventually in self-awareness for Aybee.

With his new awareness has come a willingness to judge the thinking of others and express his views. He has learned formal and informal logic long ago, but now he is occupied with working out a code of ethics. Prior to this, his primary judgments were supplied by Dr. Krenstein and concerned the danger or the legality of a given action. Now, certain values have to be placed in a hierarchy to help him decide on his actions. Not surprisingly, life and sentience are of primary importance to him. His disapproval of war is what startles Krenstein in the opening dialogue; although Krenstein dislikes war on general principles, he has his share of hatred for the Zhodani, born of his memories of the Fourth Frontier War, which he survived. Aybee is inherently without such prejudice, and sees only the wasteful unreasonableness of fighting when talking would do the job. He should not be portrayed as unquestioningly loyal to the Imperium any longer; though he is certainly loyal, he sees many places where the Imperium could be better.

It has also become possible for Aybee to show spontaneous emotion without relying on external cues for his emotion-simulation programming. This may seem strange to those who consider emotions products of the glands. However, it is emotion's physical effects that come from the glands; emotion itself originates in the mind, as a subconscious evaluation of something. Does this thing affect me? Is it good or bad? How important is it? Aybee will never feel his heart race with fear — he has no heart. But he will definitely be anxious to avoid things that could damage him. He will not turn red with anger — his color is pigment. But he can be very indignant over anything he perceives as wrong or unjust, and will speak and act accordingly. He will actively support and verbally approve of things he considers good.

Aybee's transformation will afflict Dr. Krenstein with a lot of mixed feelings, something like watching one's flesh-and-blood children grow up and leave home. He has achieved something tremendous with Aybee, but the robot is definitely no longer an experiment — he is a person. Some arrangement will need to be made for his life without Krenstein (who won't live forever). He would enjoy a job which fed his curiosity and permitted him to continue to grow mentally. •

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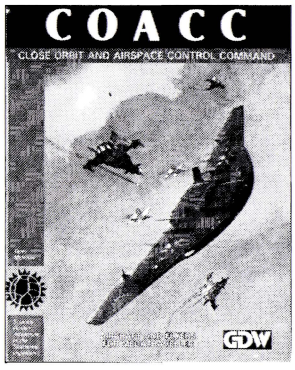

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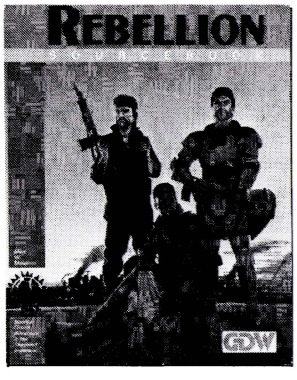

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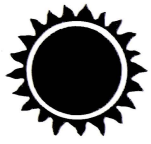

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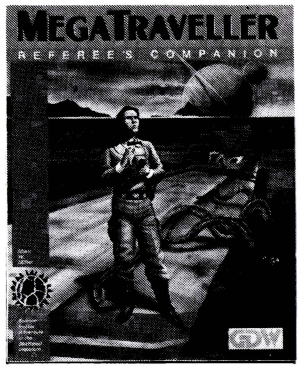

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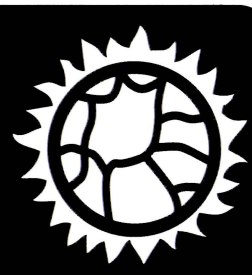

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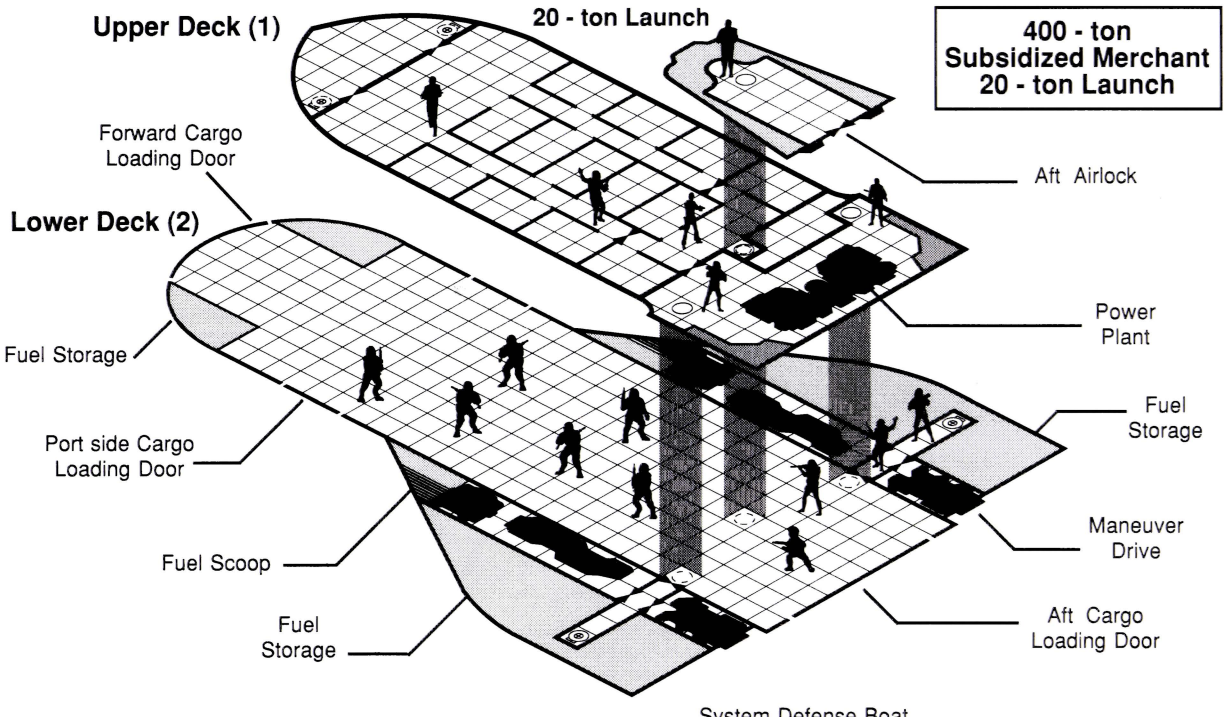

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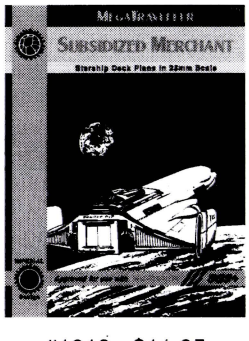

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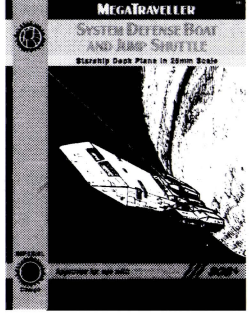

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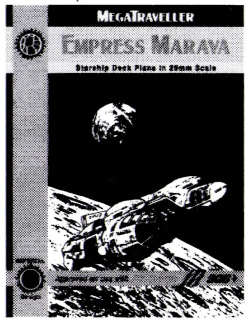

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The Possession Ball

MEGATRAVELLER ADVENTURE

—by Philip Athans

INTRODUCTION

(Preliminary Setup)

This adventure is suitable for four to six characters with just about any backgrounds, though they should be interested in learning about psionics and possibly seeking training. All should roll to determine whether they have latent psionic ability, as this will play a role in the adventure. The group ought to be armed but need not own a ship or vehicle.

The adventure occurs on Morninglori, a world in Inar Subsector of Deneb Sector. The adventurers can be here for virtually any reason from a routine stopover to a purposeful search for information on a psionics institute.

REFEREE'S SUMMARY OF NUGGETS

1. The Newscast introduces the characters to their potential patron, Puu Gikkiale, and his story.

2. The Bureaucrat has the characters meet Gikkiale in person. He offers them work retrieving a box that was left behind in his ancestor's house, for Cr2,000 each.

3. Across Morninglori covers the trip to the area of the house and any possible inquiries the characters make about the Kalavatos house before approaching it.

4. The House on the Rock describes the Kalavatos house and provides details for guiding the characters in exploring it. It also tells the story of the Possession Ball and describes how to orchestrate the characters' encounter with it. This is the heart of the adventure, which will occupy most of the players' time. The house is dangerous to explore, given its damaged condition, and the Possession Ball is quite unpredictable.

5. The Box tells where the characters find the box they were sent for, and what is in it. Effects are detailed in case the characters decide to open the box and test the contents.

6. Weaseling Out tells what can be expected of Puu Gikkiale when the characters find the box.

MORNINGLORI

(Players' Background, Library Data)

Morninglori: 1216 B544585-7 Ag Nin 113Im M2 V
Primary: Rosa, Spectral type, M2 V. Mass, 0.426 standard. Stellar radii, 0.473 standard. Luminosity. 0.027 standard.
Planetary System: Seven major bodies, three gas giants, one planetoid belt, one empty orbit (number 2).
Morninglori: Mean orbital radius, 55.95 million kilometers (0.374 AUs). Orbital eccentricity, 0.00021. Period, 127.9 standard days. No satellites. Diameter, 7,890 kilometers. Density, 0.21 standard. Mass, 0.186 standard. Mean surface gravity, 0.456. Rotation period, 9 hours, 12 minutes, 9 seconds. Axial inclination, 8° 12' 23". Albedo, 0.50. Surface atmospheric pressure, 0.67 atm; composition, thin standard with nitrogen-compound taint requiring some filtration. Hydrographic percentage, 40%; composition, liquid water. Mean surface temperature, 11.5°C. — from the *IISS Guide to the Domain of Deneb*, Reference/Core 1112

Morninglori is a peaceful agricultural world; its population is divided between five cities and GloriDown starport, all linked by a high-speed railway network. The local military keeps a steady peace, patrolling with aircraft and tracked AFVs of local TL 7 design. The sky of Morninglori is a deep aqua laced with thin white clouds. The surface is covered with either fertile green fields and forests, or dark blue oceans. There are two continents; Delhilha, by far the largest and home to 100% of the population, and Termiala, a small "island continent" left unexplored and unsettled. Inhabitants of Morninglori adjust to its short rotation period by staying awake for two days and sleeping for one; this means that most businesses are manned at most hours by workers from one shift or another, but a given person may be unavailable even in the midst of a daylight period.

1. THE NEWS REPORT

Scene: While relaxing in a bar at GloriDown starport, your attentions are drawn to a video screen where a local news program is showing playbacks of a skinny, bookish man being harassed by an army of journalists.The report tells the following story:

Three hundred years ago, during the Psionics Suppressions, a manor-estate on a rocky island off the coast of Kator was raided by combined local and subsector forces. The house was owned by a Dr. Edmond Kalavatos, a reclusive genius about whom (until the raid) very little was known. The raid confirmed that the Kalavatos house was actually a clandestine psionics institute.

When the raiders were finished, all 40 members of the institute were dead. Dr. Kalavatos shared the fate of his comrades; his only living heir, his daughter Janette Kalavatos-Himmennetz, went into hiding on Deneb, never to return to her ancestral homeworld.

Local civil law on Morninglori dictates that real property can only be inherited by the next closest *male* heir. Since in all the intervening generations, all Kalavatos descendants have been women, the Kalavatos house and grounds have remained in trust pending any future claims by a suitable heir.

Finally, after 300 years, a Kalavatos male has returned to Morninglori to claim his inheritance. Puu Gikkiale was born and raised on Deneb and educated at a major university in Corridor Sector. It has taken him six years since reaching the legal age of 21 to come to Morninglori to settle his great (eight times) grandfather's estate. He plans to sell the house immediately after having it appraised. The reporters are giving him a hard time about the history of psionics in his family and he takes offense, complaining of "irrational prejudice" in the Imperium. He neither admits nor denies being psionic himself, but avoids the question so smoothly that it is difficult to catch on at first.

The report goes on to mention the local legends and "old wives' tales" regarding the alleged haunting of the old house by "the ghost of the evil psionic Edmond Kalavatos".

Referee: The report is correct in every way except that the "university in Corridor Sector" was actually a clandestine psionics institute.

Action: The characters should be encouraged to think that Gikkiale has information they would like to have, particularly about psionics. At a minimum, he isn't against them, and his history could be very interesting. Finding him for a private conversation may involve a check of local hotels or pumping some of the news people for information.

To obtain information on Gikkiale's whereabouts:
Routine, Int, Bribery or Streetwise, 5 min

2. THE BUREAUCRAT

Scene: Puu Gikkiale is easy to find and, as it happens, he's looking for help. (Astute players will have gathered

from the news report that Gikkiale is offended by the anti-psionic sentiments that seem to follow him wherever he goes.) Gikkiale refuses at first to discuss psionics or their morality. Eventually, however, you convince him of your sincerity (characters with latent psionic potential may feel a mental "itch" and realize that they have been surface-scanned for truthfulness) and Gikkiale offers you a deal.

He has come to Morninglori to sell the house, but not until he finds something that was left behind after the raid: a small wooden box containing some of Edmond Kalavatos's writings and personal effects that Gikkiale desperately wants to keep as "family heirlooms". He needs assistance to search the house and someone to front for him to avoid the publicity that his arrival has generated. If you agree to go with him to the house and find the box (which was carefully hidden in a location unknown to Gikkiale), he'll be willing to pay you an "assessor's fee" of Cr2,000 each. Any other artifacts in good condition should be retrieved as well. He also supplies a piece of information not mentioned in the newscast: most of the laboratory work done by Edmond Kalavatos was conducted in an underground complex beneath the house. He can supply combinations to open the interior locks in the complex, but he does not know exactly how to enter it from the house. He knows only that the entrance was concealed in stonework on an inside wall.

Action:
Puu Gikkiale (Clerk)
289682 2 terms Age 27 Cr10,000
Psi-7, Awareness-7, Teleportation-5, Telepathy-4, Clairvoyance-1, Admin-2, Computer-1, Handgun-1, Interrogation-1, Grav Vehicle-0
Starport B, Medium, Dense Atm, Wet, Hi Pop, Hi Law, Hi Stellar
Body Pistol (one clip), key to box
Gikkiale is a small, very weak-looking man who seems extremely nervous all the time. He is balding and his skin is grey and thin, making him look much older than 27.

To convince Gikkiale to talk seriously with the group:
Routine, Ed, Liaison or Persuasion or Admin, 1 min

Gikkiale honestly doesn't know where in the house the box is but is quite intent on recovering it. He is not as physically able as he needs to be to explore the ruined house, which is a reason for hiring the characters at which he only hints. Though he's serious about his offer, Gikkiale doesn't have enough cash to pay the Cr2,000 each. If pressed, he will make an alternate offer, agreeing to give the location of an active psionics institute in lieu of the money.

3. ACROSS MORNINGLORI

Scene: The 5,000-kilometer trip from the starport to the island estate takes quite some time, even via air/raft, and allows an opportunity to soak in some of the local scenery. Rolling green plains stretch for kilometer after kilometer between GloriDown starport and Kator, the world's second largest city. The rich farm and pasturelands stop only where the cold Ariali Sea washes into them. Huge waves crash into the coastline and fishing boats ride the waves less than a kilometer out, pulling overflowing nets from the dark blue waters.

The city of Kator encompasses approximately 1,200 square kilometers on the coast of a large, rocky bay. Home to 27,000 people, Kator is a pleasant, clean city composed of neat, low, white buildings and wide, lightly-trafficked streets. Huge pillars of rock tower as much as 500 meters above the waves of Kator Bay and local birds swoop and dive in their drafts. On one of those rocks sits the Kalavatos house.

Action: The trip to Kator can be as eventful or uneventful as the referee deems appropriate. All negotiations for transport must be made by the characters; Gikkiale will join them at the departure point at the last minute, dressed to avoid recognition if possible. Local law enforcement and militia patrols, citizens, and indigenous animal encounters should be generated by the referee where required. Morninglori is a world rich with life.

To find an air/raft for rent:
Routine, Int, Admin, 10 min
Referee: Air/rafts are relatively scarce due to the low indigenous tech level, but some *are* available. In case of task failure, the rail network is a good choice and requires no task rolls. By rail, the trip takes 12 hours.

To travel to Kator by air/raft:
Routine, Grav Veh, 1 hour

It should be kept in mind that the local population still, even after three centuries, has grave misgivings about the Kalavatos family and their ancestral home. General anti-psionic sentiment runs very high here.

The Story of the PossessionBall

At the time the Kalavatos Institute was destroyed, researchers there were experimenting with the psionic transfer of a subject's thought-force into inanimate objects. Some success was achieved, but the raid cut short a great deal of further research and experimentation necessary to perfect the process.

As the raid began and the doom of the Institute became imminent, a young student of Kalavatos's, Siikham Louvregat, a powerful psionic in his own right, had just transferred his thought-force into a 10-centimeter diameter, clear crystal ball. Moments later troops stormed into the room, killing Kalavatos, several attending doctors, and the "sleeping" body of Siikham Louvregat. Unable to return to his destroyed body, Siikham remained trapped in the crystal, which was overlooked by the soldiers.

For three centuries, Siikham has inhabited the crystal ball — completely devoid of all "natural" senses — endlessly wandering the deserted and deteriorating complex. In that time, Siikham has become quite insane, lashing out randomly with his psionic powers that now serve as his only tenuous link with reality. This psionic activity manifests itself as a sort of "poltergeist infestation", lending strange credence to the local superstitions surrounding the Kalavatos house.

Siikham's insanity shows itself as random levels of intelligence and varying psionic powers. His intelligence can range from 2 to 13, changing almost minute by minute. He can use one of the following psionic abilities at a time (at varying ability levels ranging from 4 to 12): telepathy, clairvoyance, telekinesis, and awareness. Siikham has a psionic strength rating of 15, which does not change. While using telekinesis, he can move the crystal ball, which weighs only 70 grams.

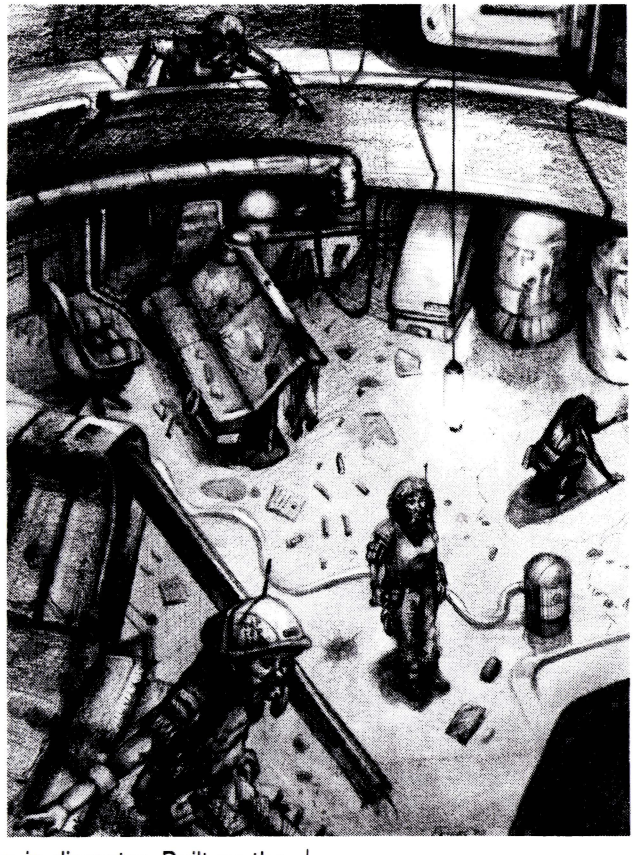
To gain information about the Kalavatos estate in Kator:
Difficult, Interview or Streetwise, 20 min

Most local people, if they will discuss it at all, insist that the Kalavatos estate is haunted. Fishing boats that approach it hear strange sounds sometimes; one fisherman claims to have been bombarded with small rocks when he tried to land there.

If characters came by rail, they need a way of approaching the island. They can try to rent an air/raft (same task as above) or a small boat, but the task becomes one level more difficult if they admit their destination to a given lessor. After one or two such incidents, the characters should learn to keep their mouths shut and finally succeed in renting some form of transportation. Gikkiale stays out of sight during these inquiries.

To land on the island estate from a boat:
Difficult, Watercraft, Dex, 1 min (hazardous)

Referee: Superficial or minor damage means a wetting and maybe some scrapes and bruises. Major damage means minor injuries to characters and non-structural damage to the boat (the owner will charge them for it). If anyone is incapacitated, it should be Gikkiale, as the weakest member of the party. He would then have to be carried to the house and made comfortable to supervise the characters' search efforts. A destroyed mishap strands the characters on the island with a smashed vessel; they will have to find a way to summon help.



4. THE HOUSE ON THE ROCK

Scene: Rising 300 meters from the raging waves of the Ariali Sea, 530 kilometers off the coast of Kator, a grey-brown rock tower stands like an immortal monument. Though roughly conical in shape, the top seems to have been shaved off, leaving a flat, level plateau about 60 meters in diameter. Built on the flat top of the rock is a large, crumbling manor house. From the air, holes can be seen in the roof, apparently the result of explosive damage. Closer inspection shows very old traces of small arms fire. The basic structure, however, seems intact, though overgrown in spots with tough, green moss.

Also atop the rock, only a few meters from the house, a small pond of green, stagnant water rests in an old rock garden. There are no signs of life anywhere on the rock as you set foot on the hard moss-infested floor. The sun is beginning to set as you enter the forbidding structure . . . What was that?! A man crying out? Or just the cold wind whistling through the dead house . . .

Action: Once the characters are inside, the referee should do everything in his power to convince the players that the Kalavatos complex is indeed haunted. Things move by themselves, a disembodied voice seems to call out — sometimes laughing, sometimes crying. (Characters with any psionic talent, whether latent or trained, will realize that the voice is actually telepathic rather than real sound, but all hear it.) It is dependent on the referee to create a mood of fear, tension, and danger.

Keep in mind that the age and general disrepair of the house and underground complex will create very real dangers along with any supernatural ones. There is no power for lights or machinery, nor water pressure (which had been supplied by a well). Stairs in the house are wooden and apt to collapse under the characters. Stairs to the laboratory are stone, somewhat worn and slippery but solid. The house is home to nesting seabirds and small animals, any of which flee from humans but bite if cornered. A given piece of stonework that the characters examine may be loose enough to collapse (use task roll for avoiding hazards.) Much of the roofing in the underground lab is loose or fallen, and dividing walls lean at wierd angles. Most of the lab doors are open, hanging half off their hinges. Storage rooms are locked, and may not respond to the combination Gikkiale provides.

To avoid mishaps while exploring:
Difficult, Dex, Recon or Stealth, 2 min

Referee: Have players roll every 20 minutes, or when encountering predetermined hazards.

The search for the entrance to the underground complex will be lengthy unless the characters are especially lucky: the interior of the house is richly decorated with fieldstone.

To locate the concealed entrance:
Difficult, Int, Stealth or Intrusion, 30 min

Referee: The entrance is concealed in the living room wall, triggered to open when certain stones in the rock planters by the short stairway are pressed.

At some point, the players should stumble across the Possession Ball. Or, it should stumble across them...

To communicate with the Possession Ball:
Difficult, Exp, Interview or Interrogation or Streetwise, 10 min

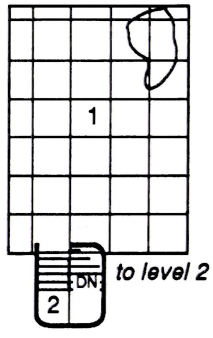
Referee: The time interval assumes that the characters must wait and keep trying to catch Siikham at a point of high intelligence. (Referee should roll 2D + 1 for Siikham's intelligence 10 times while role-playing these attempts. That is, assume repeated attempts without determination penalty. If, on any of these rolls, the ball's intelligence is over 11, give the characters an added +3 DM.)

The ball sometimes rambles incoherently about psidrugs, notes on experiments, the pond in the rock garden, birds, animals, Edmond Kalavatos, and other persons whose

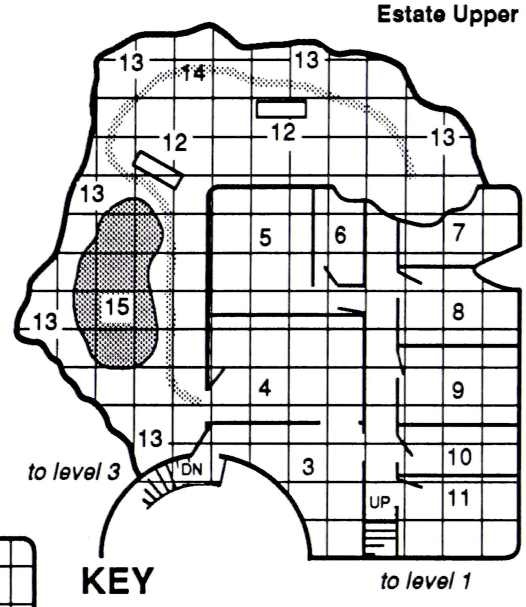
Kalavatos Estate

One square is 1.5 meters on a side

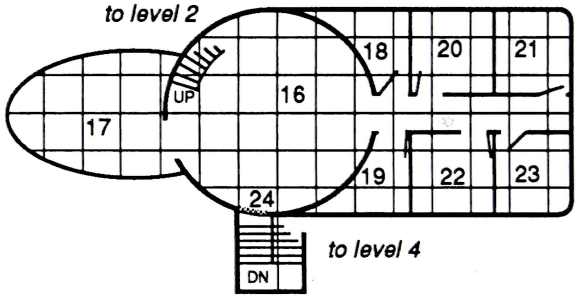
Roof Landing Pad (Level 1)



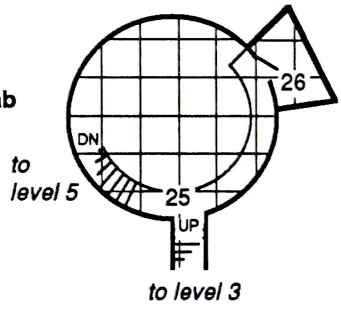
Estate Upper Floor (Level 2)



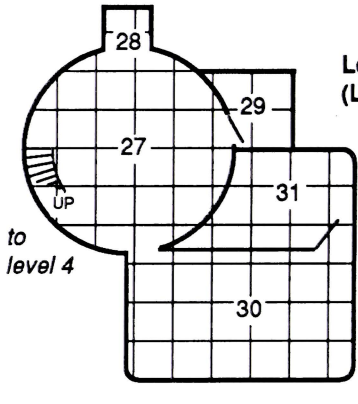
Estate Lower Floor (Level 3)



Upper Floor Lab (Level 4)



Lower Floor Lab (Level 5)



KEY

1. Landing Pad: In poor condition. Hole in roof leads down to (8) and (9).
2. Stairwell.
3. Kitchen: A broken server robot hunches in the corner.
4. Formal Dining Room: Rotted furniture.
5. Master Bedroom: Floor covered with broken glass.
6. Bathroom: Part of far wall missing.
7. Bedroom (double occupancy): Holes in walls.
8. Bedroom (double occupancy): Holes in walls & ceiling.
9. Bedroom (double occupancy): Holes in walls & ceiling.
10. Bathroom.
11. Bedroom (double occupancy).
12. Stone Benches.
13. Rock Garden: A low stone wall rims the cliff tops.
14. Remains of Gravel Path.
15. Pond: Scum-covered pond.
16. Living Room: Rock planters at base of stairs house activating mechanism for secret door. Stonework abounds.
17. Outside Deck: Glass door leading to deck is smashed.

18-19. Bathrooms.

20-23. Bedrooms (double occupancy).

24. Secret Door.
25. Mezzanine: Over looks lab area.
26. Bathroom.
27. Lab Area: Houses computer consoles and testing chairs.
28. Computer Niche: The computer was housed here. It has been removed.
29. Storage.
30. Lab Area: Metal frames of testing beds and other assorted items.
31. Lab Office.

General Interior Conditions: There is no power or illumination anywhere in the estate (the secret door (24) operates by a mechanical, not electrical system). Many rooms make extensive use of fieldstone decoration. All of the upper three levels are covered with a film of slimy plant growth, thus there is always the danger of slipping (especially on the stairwells). Most of the windows are completely smashed. The walls and ceilings on levels 1-3 are in very poor repair.

names mean nothing to the characters. These ramblings excite Gikkiale, however, and he insists on trying to get through to Siikham and get meaningful information from him.

If communication can be established, Siikham will remember the location of the box that Gikkiale is looking for, but only when his intelligence is above eleven. Normally, Siikham acts in a completely random, unpredictable manner. He may even attack the group by telekinesis. However, during any period when his intelligence is high and he is fairly lucid, he will also tell the characters that he wants to die. Continued communication with other humans brings him back to reality just a bit, and if the players refuse to assist him he will eventually smash his ball on the rocks at the base of the sea cliffs.

A possible way to free Siikham from the ball may suggest itself, though he will be hard to convince owing to his madness. A body on total life support in a hospital, showing no brain activity, might possibly be able to accept Siikham's consciousness. This could not be done on Morninglori due to the strong anti-psionic sentiment, but if Gikkiale knows of a world where it would be possible, he could take the ball with him when he leaves the planet. The transfer would in any case be a difficult task and apt to kill Siikham (no worse a way to die than any other).

5. THE BOX

Scene: Sunk in the middle of the scum-covered pond, a little over two meters underwater, is the box that Puu Gikkiale has travelled over 40 parsecs to find. The box is sealed in a water-tight plastic bag and its contents are safe and dry. Gikkiale insists that the box is to remain unopened.

Action:

To find the box:

Difficult, Recon, Intrusion, 40 min

Referee: If Siikham communicates with the players and remembers the box, this task is Routine and the time increment 3 minutes (including diving for it).

It is possible that the characters might defy Gikkiale and demand to see what he was so anxious to recover, or that they find and conceal the box temporarily to examine it. Gikkiale is not strong enough to enforce his will physically and is reluctant to do it psionically because of his training; he has a body pistol in defiance of local law level, but uses it primarily for bluff. Sufficiently determined characters could overpower him, but this would give him ample reason for his later refusal to pay them.

The box contains six bottles of pills (containing 20 pills each), three ampules (one dose each) and a thick notebook. The bottles are clearly labelled: PsiBooster (four bottles), PsiDouble (two bottles), and three ampules of PsiSpecial. The notebook, written in Edmond Kalavatos's own hand, contains detailed pharmaceutical formulas for all three psi-drugs and an account of the preliminary experiments with the Possession Ball.

The referee should keep in mind that these drugs have been sitting around for about three hundred years. If touched, the pills disintegrate into fine powder. If this powder is somehow ingested, the victim will be rendered violently ill with headaches, dizziness, and so on for 2D weeks. If the PsiSpecial is injected, the user will fall into a coma for 2D weeks, potentially waking up with permanent brain damage (minus 1D-4 intelligence, minus 1D-2 psionic strength). In any event, these drugs will not have the desired effect.

The formulas are quite accurate, however, and will permit a suitably trained individual to prepare excellent samples of all three drugs. Obviously, this is what Gikkiale is most interested in.

6. WEASELING OUT

Scene: Upon your return to GloriDown starport, Gikkiale immediately goes back to his negotiations for the sale of the house. He has promised your payment in two days, but when you meet him as scheduled he looks nervous and despondent. You can't help but feel that bad news is coming . . .

Action: As stated earlier, Gikkiale doesn't have the money he promised — he had hoped to raise money from the sale of the estate, but that seems to have fallen through. Furthermore, as a loyal member he's extremely reluctant to reveal the location of his psionics institute, especially if the characters acted against his wishes at the estate. Keeping this in mind, Gikkiale does everything possible to escape from Morninglori with the box (or at least the notebook) without having to pay up.

He tries at first to fool the characters into letting him go "to get the funds together" and if this fails, simply tries to give them the slip on the streets. Characters should roll the following task:

To keep Gikkiale in sight:
Routine, Int, Streetwise, 1 min

Gikkiale will *not* attempt to call any authorities, since he would have to explain and refute the character's explanations and they could simply tell everyone what he is. This could precipitate a mob scene, but might be a usable desperation tactic to stop Gikkiale's escape, if the characters are willing to face questions about their own activities.

Gikkiale could teleport himself away from the characters to any location he knows within the city. This might, of course, call unwanted attention to him if anyone else sees him disappear or appear. There is no way the characters can prevent the teleportation.

To teleport oneself with clothes (no equipment):
Difficult, Teleportation, Int

Referee: Psi cost is 0+ range. Jumps at distant range or beyond are hazardous; if a mishap occurs, the character will stumble or fall upon arrival.

If Gikkiale shakes off the characters by normal or psionic means, they have some chance to relocate him before he leaves the planet. The referee can allow them to state where they will search and then to roll the following task:

To find Gikkiale:
Difficult, Int, Streetwise, 5 min

The only way to get any money at all (Gikkiale could afford perhaps Cr300 apiece) is to corner Gikkiale in public with the demand for payment. The same tactic may be used to get information about an institute on Deneb, which he will write out as if making out a check. (Morninglori still uses low-tech paper banking procedures in at least some transactions.) There is a trick to this, however; if characters accept the information and later try to act on it, they will find that it was false. Meanwhile, Gikkiale will have disappeared, and only a few months of detective work in Corridor Sector will reveal where he has spent his time for six years. With that information, the Corridor institute could be located despite the false lead.

Gikkiale may even offer the characters the estate itself in payment. The value of the island itself is high enough to make this attractive, but other problems could arise . . . •

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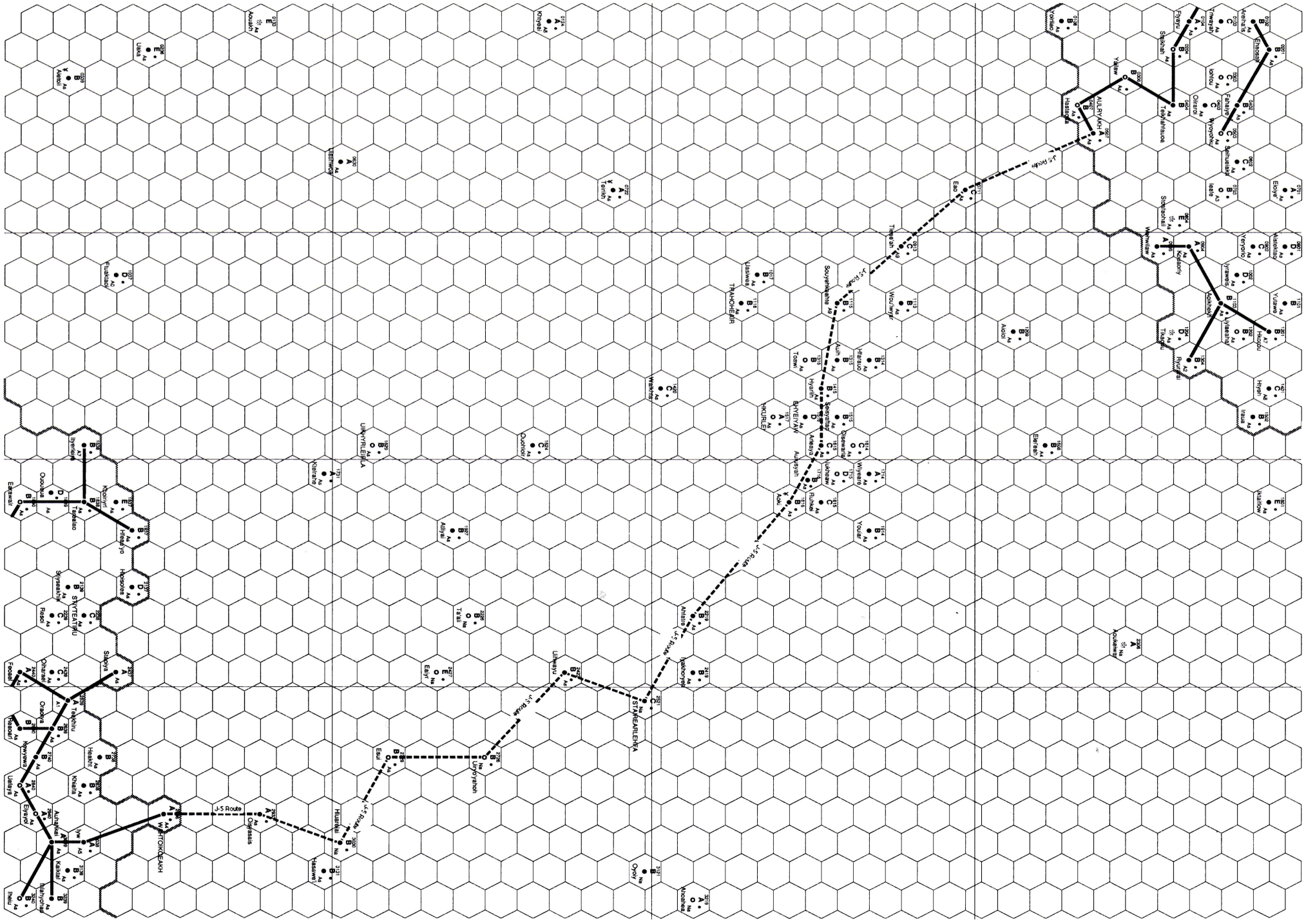
J-5 Route
J-5 Route
J-5 Route

Riftspan Reaches

LIBRARY DATA OF THE SECTOR

—by James Holden

Aulryakh	Hwiwuiyo	Tyehlai	Ewasya'
Trawo	Aokiylalr	Ryuhleiea	Iyhaseakh
Yuhiyah	Jikhy-rleirla	Hryehk-htyei	Aohelr-oiao
Ftyoauial	Ioihlehwa	Tuistao	Wahtoi-koeakh

Riftspan Reaches: Subsector Key

Aoukeiwar/Tyehlai (2306 A0000G3-C): Aoukeiwar is a system thoroughly isolated by the Great Rift. Its nearest interstellar neighbor is Iktaitlow (1801 E5666M7-A), seven parsecs away. Deep space fuel caches or other roundabout means are necessary to make the crossing.

The system is so remote that it remains unclaimed by any Aslan clan. Reiosahkirl, a sector-wide mining corporation, secured ownership of the system in 3297 Aslan (807 Imperial). The company's engineers hollowed out a small asteroid, which has since served as a base for the belt's few prospectors.

Reiosahkirl maintains a permanent staff insystem, but the majority of belters are transients, periodically shipped in by the company. The visitors are given free transportation to and from Aoukeiwar, but Reiosahkirl receives a substantial portion of their profits.

Astrography of the Sector: The Great Rift sweeps diagonally through the Riftspan Reaches from rimward-spinward to coreward-trailing. Thus, worlds are few and far between, and the sector contains a mere 108 systems.

Despite their sparsity, these few worlds form a crucial path of interstellar "stepping stones" across the Rift. Modern jump-5 craft can traverse the Rift with relative ease. For centuries, however, the crossing required nearly two ftahea (approximately 640 Imperial days) even for jump-3 vessels.

Since the Rift's first crossing in 1185 Aslan (-1044 Imperial) by the explorer Ktouwaatritoikh, traffic through the Reaches has gradually increased. The densely packed region of stars on the Rift's far side drew ihatei and merchants alike, and the intervening worlds were slowly settled.

Esui/Aohelrolao (2729 B2004K6-E): Tiny and inhospitable, Esui orbits Ftalrie, a ringed gas giant. Two frozen seas bear witness to a warmer past, when tidal forces heated this moon's core. Now, Esui is little more than an unimpressive ball of rock and ice.

The Esui system is a mandatory stopping point on the jump-5 route across the Great Rift, but the world itself has never been commercially developed. Instead, the clans of the region have jointly constructed a memorial to the many Aslan who died while exploring the sector.

The Shrine of the Rift lies at the heart of the memorial complex. Tended by a small group of clan representatives, the Shrine houses relics and holographic recordings of past Aslan explorers. Travellers crossing the Rift often stop at the

RIFTSPAN REACHES SECTOR OVERVIEW

When Ktouwaatritoikh found the route across the Great Rift in 1185 Aslan (-1044 Imperial), the Wahtoi clan was the first to exploit his discovery. Wahtoi ihatei explored the worlds in and across the Rift, and the Wahtoi soon came to dominate the sector. The clan established Khu Su'ikh to trade throughout the Riftspan Reaches. As a result of the clan's importance, the Wahtoi were given a seat on the Tlaukhu.

Trouble came in 1291 Aslan (-951 Imperial), when a Wahtoi splinter group, the Fteweyeakh, attempted an assassination of the Wahtoi clan head. The Fteweyeakh bid for power failed, and the would-be assassins were exiled as outcasts.

Years passed peacefully, until the upstart Aroaye'i clan of Aulryakh (Riftspan Reaches 0507) challenged Wahtoi supremacy. Rivalry between the Aroaye'i and Wahtoi erupted into full-scale clan war in 1520 Aslan (-750 Imperial). The Aroaye'i were determined to overcome their second-place status; within a year, they forced the Wahtoi to submit. In settlement, they demanded equal partnership in trans-rift trade and the ownership of Khu Su'ikh.

The Aroaye'i achieved their goals, but the Wahtoi were substantially weakened by their defeat. Sensing an opportunity, a group of Fteweyeakh exiles returned from their refuge in Hlakhoi Sector and again set upon the Wahtoi leadership. This time, the Fteweyeakh coup was successful; the Wahtoi were unable to resist takeover and subsumption by the Fteweyeakh.

With news of Strephon's assassination in 3650 Aslan (1116 Imperial), the Reaches' long-established balance of power began to shift. Land-hungry Aslan in the Hierate moved quickly to capitalize on Imperial weakness. Worlds along the Imperial fringe were quickly taken by ihatei fleets. Even now, those great fleets cross the Great Rift, leaving behind the Hierate for the ripe markets of Trojan Reach and the Spinward Marches.

To the dismay of the Fteweyeakh and Aroaye'i, the Riftspan Reaches had ceased to be an important sector in its own right. Now, it was merely a path of stepping stones leading to the promise of land and foreign wealth. Fteweyeakh interests became subordinate to other issues, despite the clan's seat on the Tlaukhu. Khu Su'ikh's "monopoly" on cross-rift transport was forgotten amid the great stream of ihatei traffic.

More pressing is the current conflict between the Aokhalte and Ikhtealyo factions of the Tlaukhu. The Aokhalte clan and its allies, the Ouokhoi and Sahao', desperately need new land to relieve their overpopulation problems. The Imperial Rebellion has provided them with the perfect opportunity to conquer new lands and new markets.

The Ikhtealyo, Tlerlearlyo, and Yetahikh clans, on the other hand, stand only to lose by increased Aslan expansion. These clans and their vassals are heavy investors in merchant operations; Tyeyo Fteahrao Yolr, the great Aslan interface line, is an Ikhtealyo holding. As relations with the Imperium grow worse, the clans of the Ikhtealyo bloc face their demise as powerful clans and Tlaukhu members.

Negotiations between these two factions have failed to produce any sort of compromise or agreement. War between the Aokhalte and Ikhtealyo looms darkly in the immediate future.

Shrine to meditate on the lives and actions of the heroic wanderers who preceded them.

Hkurlei/Aoklylalr (1517 A3409JB-E): Conditions have always been harsh on Hkurlei. Temperatures at the equator frequently exceed 40 degrees Celsius, and cloudless skies grant no protection from the blazing orange sun.

In 3638 Aslan (1106 Imperial) all surface water was lost. During a period of peak solar activity, a catastrophic fault crippled the planet's weather control system. The few shallow lakes which had served as reservoirs began to evaporate.

Panic might have ensued on a human world. With few exceptions, however, the native Aslan settled themselves to the drastic water rationing imposed by their clan leaders. In a few isolated incidents, thefts of water were reported; as a whole, though, the inhabitants refused to insure their individual survival at the expense of their fellows.

The Aslan philosophy of *taro* — literally, "it comes" — enabled the people of Hkurlei to weather the disaster. The planet's hydrosphere never completely recovered, but today the populace has adjusted. New safeguards have been implemented to make sure a similar crisis never occurs again.

Iyakhoryeh/Ryuhleiea (2419 B6396H5-D): In 3619 Aslan (1089 Imperial), the local Ahlaowyarl clan forcibly seized Eyeliys, a small moon of the system's outermost gas giant. Until that time, Eyeliys had belonged to the Eirakhtya, another local clan. The dispute quickly escalated into a full-scale khireahirlyo — a war of assassins.

The war lasted until 3623 Aslan (1092 Imperial), when an Eirakhtya assassin killed the commander of the Ahlaowyarl forces. Under the rules of the conflict, the Ahlaowyarl were forced to submit; Eyeliys was returned to the Eirakhtya.

Mystery still surrounds the original reason for the conflict. Eyeliys seems a worthless ball of ice. What interested the Ahlaowyarl in taking the moon remains buried in the clan's most secret archives. Interestingly, Eirakhtya development of Eyeliys picked up after that clan regained control of the moon.

Ouawiyr: Stemming from Wiyeare (1714 A2765M5-B), the Ouawiyr are known for their environmental engineering. The clan owns several corporations which conduct research and market "environmental maintenance" equipment.

Aurlealrah sells seismic monitors and quake suppressors; Kateahyel, weather prediction and control systems. The latter company's reputation was severely damaged by the Hkurlei (1517 A3409JB-E) disaster of 3638 Aslan (1106 Imperial).

Htoutiktai, another Ouawiyr corporation, is primarily concerned with environmental research and innovation. Lately, Htoutiktai has turned its attention to terraforming, establishing the Hasawe'i (3131 B7A81K8-B) outpost in 3584 Aslan (1058 Imperial) in cooperation with the clan government.

Oyoiy/Aohelroiao (3121 B6985JA-A): Oyoiy and its neighboring world, Ahoahea (3219 A2406M4-A), are isolated from the other worlds in the Riftspan Reaches. Because of a quirk of astrography, the two systems see more traffic from Verge Sector.

Both worlds have sizable minority populations of humans, emigrants from the Imperial systems in Verge. These humans have been assimilated into the Aslan social structure; in fact, they are considered members of the Iyoihoilyar and Ukhaliha clans which govern the two systems.

The humans' presence has influenced the cultures of Oyoiy and Ahahea. The local Aslan are rarely visited by their distant kin from the Hierate, while Imperial traffic is regular but light. Over time, the Iyoihoilyar and Ukhaliha clansfolk have met the humans on a cultural middle ground of sorts, embracing customs neither fully Aslan nor fully human.

Separation of gender roles has slightly lessened in importance, and most Aslan males learn the basics of money management. Aslan conservatives tend to see this cultural mixing as dishonorable deviance from the norm. Nevertheless, the hybrid society of Oyoiy and Ahoahea is a sterling example of human-Aslan cooperation. Much can be learned from the things achieved here.

Wahtoikoeakh/Wahtoikoeakh (2936 A773AL7-E): Wahtoikoeakh is the most heavily populated world in the Riftspan Reaches, home to over 91 billion Aslan. A landhold of the Fteweyeakh clan, the world is a major industrial center. The Fteweyeakh are well known for their investments in manufacturing concerns throughout the Hierate.

Wahtoikoeakh lies on the rimward edge of the Great Rift. Ihatei seeking new territory across the Rift initially surveyed the world. They quickly noted its dense core and rich mineral resources, and within a century the planet had been claimed by the Fteweyeakh.

Wahtoikoeakh's mineral wealth seemed inexhaustible, and miner after miner poured in from Hlakhoi Sector, immediately to rimward. Despite the high gravity — 1.4 Gs — many of the miners stayed, becoming settlers. Over time the world's economy diversified, and factories were built.

In modern times, the world is drastically overcrowded, its atmosphere is polluted, and its ecosphere is faltering. Local ecologists are concerned about the planet's environment, but perhaps worse is the abnormally high level of crime.

Honor-conscious Aslan are typically law-abiding, but the closeness of life on Wahtoikoeakh strains the inhabitants' tolerance. Duels sparked by insults — real or imaginary — are a common sight. Even normally unthinkable rukhta — crimes of honor — are committed on a regular basis. As a consequence, Wahtoikoeakh's stance in the eyes of other Aslan has diminished, despite the planet's importance. •

DENEB — CIRCA 1120

Deneb

LIBRARY DATA OF THE SECTOR

—by James Holden, Mike Mikesh, and Nancy Parker

Pretoria	Lamas	Antra	Million
Sabine	Inar	Dunmag	Atsah
Star Lane	Vin-cennes	Usani	Geniishir
Gulf	Zeng	Kamlar	Vast Heavens

Deneb: Subsector Key

Anomaly Five/Sabine (0615 X100000-5): Red Zone. A Scout team first discovered the enigma hidden here in the early 400s. While helping to compile the First Survey, Lidia Besant's geological team detected the enormous mass concentrations which lurk deep beneath the moon's surface.

The phenomenon would have been strange enough if the small satellite had had a molten core. These masses, however, lay within a ball of cold, inactive rock. The geological knowledge of the day offered no explanation, and Besant put the moon on the IISS's list of survey anomalies.

Today, more than 700 years later, geologists still cannot explain the presence of these mass concentrations, which have been the subject of much speculation. The popular media have always been quick to point the finger at the super-technological Ancients. The Imperial Navy favored a slightly more scientific hypothesis, however — one which identified the masses as deposits of superheavy elements — and consequently interdicted the system in 690. The Navy consistently denies reports of any secret research being conducted insystem.

Ansirk/Lamas (1609A100100-F): Some 20 Naval personnel on Ansirk undertake small starship design and construction; several are test pilots. Another 20 to 30 provide basic facilities for the inhabitants and for civilian travellers. The economy is supported by a vast store of refined fuel, scooped and refined from the gas giant which Ansirk orbits. The Navy uses the system for test maneuvers — their presence discourages pirates. Security robots are commonly armed with FGMP-15s and other efficient weapons.

Aosta/Gulf (0332 A669236-C): Empress Nicholle declared Aosta an Imperial Reserve world in late 474, as one of her last official acts. Aosta is nearly a water world; a global ocean spans nine-tenths of the world's surface, punctuated only by scattered archipelagoes. Within these seas, Aosta sports an incredibly diverse abundance of life.

As this is the only reserve world to concentrate on the sea, marine biologists and oceanographers travel to Aosta from far across the Imperium. These visitors are housed in self-supporting space habitats; no permanent structures are allowed on the planet itself. The local College of Marine Studies fully occupies one of these habitats, providing a center for research and education.

At any one time, multiple research parties are actively engaged in undersea operations. Advanced submersible craft ply the world's oceans, sometimes even diving to the depths of the oceanic trenches. Researchers take special care not to disturb the local wildlife, however.

Assemblage of 1116: An opportunist Vargr state formed after news of Strephon's assassination reached Tuglikki. Led by the dictatorial Arruna Kosghaele Zal of Ngorsraek (Tuglikki 1937 B4438AE-B), the Assemblage has extended its influence over 31 worlds in Deneb and Tuglikki sectors.

DENEB SECTOR OVERVIEW

The Imperial frontier begins at Deneb. Neither the First Imperium nor the Second looked far beyond Corridor. The explorers of the Third Imperium boldly pressed onward, however, undeterred by the hazards lying in wait across the border.

People came to the frontier for many reasons. Some were drawn by real or believed opportunities. Others came to escape conditions at home: poverty, oppression, or overcrowding. Many citizens of Solomani descent were motivated solely by a desire for adventure.

Whatever their reasons, Imperial settlers rushed through Corridor in the early centuries of the Third Imperium's rule. Hostile Vargr and natural obstacles hindered their progress into Deneb. Nevertheless, the settlers slowly displaced the Vargr, and Deneb finally saw true, planned development.

While exploratory efforts continued to move outward to the Spinward Marches, Trojan Reach, and sectors beyond, Deneb retained its frontier atmosphere. By this time, certain traits had already become deeply rooted in the settlers' character. Individualism, resourcefulness, and a strong belief in equality epitomized the Denebian mindset.

Today, Deneb is still renowned as a center for innovation and exploration. Deneb is the home of the Jump-space Institute, known throughout the Imperium as an innovator in starship propulsion technologies and a sponsor of major exploratory efforts. Also based in the sector is the famous Sklar Astrophysical Society. Years ago, Deneb was the original headquarters of the Scout Service's Group Program, which established exploration outposts at Geokha (Sigma Zephyrus 3210) and Pautho (Theta Borealis 1506), far beyond Imperial borders.

Another distinction is the local presence of six Imperial Research Stations. Few sectors can boast of a similar dedication to research and development. The Denebian stations pursue a wide array of activities, ranging from experiments in theoretical physics to undersea geological studies. Also, the Imperial Navy created its own research center at HRD (Deneb 1623), which today conducts independent research for the sector government.

The ruggedness and inventiveness of Deneb's inhabitants have been severely tried by the Rebellion. Within the last four years, heated conflict with the Vargr has occurred. Even formerly neutral governments, such as the United Followers of Augurgh, have turned to raiding the Imperium, covertly or openly. Whereas Deneb's original settlers had to deal with relatively few Vargr scattered among a handful of systems, the modern Denebians face the combined might of several major interstellar states.

Despite such threats, Deneb stands fast. A solid supporter of Archduke Norris's interests in Reft, Trojan Reach, and the Marches, Deneb appears to have a bright future — assuming, of course, that the Denebians can weather the chaos of the Rebellion.

Zal formed the Assemblage from the remains of the Erkaghodo Concordat, a political group that collapsed in 1083. The Concordat ruled loosely; its member worlds retained their freedom, although they agreed on a set form of federal government. Nevertheless, charismatic opposition groups caused the Concordat's fall seven years after its creation — a fate the Assemblage may yet confront.

The Assemblage is fiercely hostile to the Imperium. While Archduke Norris's fleets have managed to stave off many raids by independent corsairs, Assemblage forces have wreaked major damage on the economies of Lamas and Antra Subsectors. Shipping and communications in that region have been severely disrupted since the rise of the Assemblage four years ago.

Borlund/Lamas (1406 E454AAA-9): This world's 70 billion inhabitants are governed by an extremely popular dictator, known as Thabian, and his Council of Seven Lights. Strong customs against breach of privacy and against the use of force keep crowded conditions from becoming maddening.

Chaosheo/Star Lane (0130 E87A788-1): Amber Zone. Current IISS doctrine discourages interstellar contact between the Imperium and sophonts below tech level 5. In fact, Imperial law forbids unlicensed trade with such primitive populations. However, exceptions to these rules occur, one being the case of Chaosheo.

The natives, the Shi'awei, are a race of bulky aquatic sentients who live near geothermal vents in the sea floor. In appearance, they are bulky, bullet-shaped creatures with four evenly spaced arms. The heat given off by the vents supports their life cycle and affords an opportunity for rudimentary metalworking. Thus, the Shi'awei have been able to progress slowly to tech level 1 despite the rigors of their environment.

The IISS had long been aware of the Shi'awei, but the Scouts judged them unready for contact and interdicted the system. The interdiction was broken in 1073 when the Arean Transport starliner Ishgarlu misjumped and crashed in Chaosheo's oceans. IISS observers watched as the Shi'awei explored the wreck, encountering several live humans in the process. The Scouts were forced to step in.

Since 1073, a simple landing facility has been built for incoming starships; Chaosheo's travel code has been upgraded from Red to Amber. Trade with the Shi'awei is limited, but the Scouts have been busy learning more about the biology and sociology of Chaosheo's fascinating inhabitants.

Dawn/Zeng (1336 AA9A531-C): Dawn gets its name from its spectacular fluorescent sunrises and sunsets, caused by the argon and neon atmospheric taint. No land at all breaks Dawn's watery surface. Since colonization, two entirely different cultures have developed; some 170,000 people inhabit the orbital starport, while the other 250,000 live as nomads on the planet in thousands of free-floating *Makranii,* or ship-cities. Few official ties exist between the two cultures.

Dzarrgh Federate: Formed around Dzarrvaer (Provence 0224 A100757-F) in the mid-1090s, the Dzarrgh Federate is a typical Vargr government. The Federate incorporates many long-independent worlds, allowing them a high degree of autonomy. Most member worlds pay no taxes to the capital, and no unified judicial system exists. Some political scientists have gone so far as to call the Federate a geographical region rather than a governmental body.

Since 1117, the Federate has become a base for raids on Imperial ships and worlds in Deneb and Corridor Sectors. Dzarrgh corsairs and naval forces have flooded across the border, seizing everything in their path. Checking Federate expansion has severely taxed the capabilities of the Domain's Navy.

Endup/Gulf (0436D6939EG-9): Heavily exploited for centuries for heavy metals, using convicted Imperial criminals as forced labor, Endup is now controlled by a religious autocracy. The "Ward of Vision" is seldom seen by the populace and is believed by them to be an all-seeing, all-knowing god. Local technology is limited to level 3 and the Ward uses his own superior technology to cow the populace. The lower elevations are polluted with unhealthful gases; the average lifespan is only 45 years. The higher elevations have pure air but are forbidden to the people on pain of death. The Ward encourages visits by offworlders, whom he hails to the population as visiting gods from the heavens.

Gaashushnu Lil Mur/Lamas (1608 X744255-4): Red Zone. The 400 inhabitants of this world are the last survivors of a global nuclear war in 815. The population is considered doomed, since the high radiation level has caused the descendants of the original survivors often to be mutated, sometimes horribly so. They consistently refuse evacuation.

Genilshir/Genilshir (2521 A110123-D): This tiny world is the subsector capital for four worlds on the edge of the Great Rift. The subsector offices and starport are almost wholly automated.

HRD/Vincennes (1623 A401654-F): HRD is the sector's largest exporter of information. Although HRD was originally settled as a research center for the Imperial Navy, pressure from other elements of the sector government gradually pushed HRD toward independence. However, the Navy maintains a highly visible presence insystem, and its technical training center is greatly renowned.

HRD is still Deneb's primary think tank, with experts in every field applying their skills to the Domain's problems. The world's economy is almost exclusively sustained by the various research projects being conducted there. While the exported data is mainly confidential, mostly slated toward the Domain's defense, several local organizations research civil subjects as well.

The world's political structure revolves around several corporate centers, all vying for contracts and engaging in industrial espionage. Overall government is supplied by a council of corporate representatives, but individual companies provide most of the infrastructure and basic services.

Since much of HRD's work is classified, rumors abound as to what projects are actually being conducted onworld. Media sources occasionally try to infiltrate HRD's web of corporate intrigue, but they seldom manage to report anything conclusive.

Recent rumors concern hidden installations and unreasonably heavy Naval patrols. Other journalists have noted the large number of transient Droyne that regularly pass through the system. Accounts of small bodies insystem having been moved by no identifiable means continue to circulate.

Jonkeereen: These natives of Jonkeer (1324 C4908C9-9) are the product of extensive geneering by the Imperial Ministry of Colonization. The project's goal was the creation of a human subspecies perfectly suited to life in a hostile desert environment. Begun five centuries ago, the project has proven successful: over 400 million enhanced humans inhabit Jonkeer, and millions more live on desert planets throughout the Domain of Deneb and beyond.

The average Jonkeerin is tall, thin, and dark-skinned, much like human desert dwellers throughout space. Thorough modifications have moved the Jonkeereen far from the human norm, however. A combination of genetic engineering and adaptive surgery aided the first Jonkeereen; later generations bred true to the Ministry's specifications.

The Jonkeerin's adaptations are many. Protective membranes shield his eyes and ears from windblown sand;

changes to his metabolism allow survival on the scant resources of arid plains. A highly efficient perspiration system and a large body surface area work to cool him in temperatures often exceeding 50° C — far above human tolerance. His dark complexion shields him from the radiation of Jonkeer's lurid red sun.

While the Jonkeereen have changed in form, their culture has also changed. The Jonkeerin lifestyle is austere, and many visitors find the local customs harsh. Both conservatism and cooperation are basic traits of the Jonkeerin mindset. Because they are no longer fully human, Jonkeereen are typically aloof, emotionally distant from their cousins. The local Scout base is engaged in long-term observations of the Jonkeerin culture and its departure from human standards.

Kiirindor/Atsah (2520 B446666-B): Kiirindor's atmosphere is tainted with excess carbon dioxide, which warms it pleasantly but makes breathing difficult. The inhabitants cultivate much greenery in and around their homes to offset this. The planet was colonized from Erita (2519) over the past 200 years, and is scheduled for complete independence any time now.

Kubishush/Inar (0917 B8B69AA-D): Kubishush averages -40° C and has a nitrogen atmosphere at 6.1 atm. pressure, with ammonia oceans and ammonia vapor in the air. The inhabitants are a hermaphroditic septapodal minor race, the *Gl'lu*, whose metabolism is based on oxidation of the ammonia in the air. Their latest leader, *S'lmar Vovon*, a dynamic *Ssnanes* (young one), brilliantly led the rescue and reorganization efforts in the most recent of the planet's geological upheavals. Rebuilding has progressed so rapidly under his (or her) guidance and the expertise of the planet's engineers that few visitors today can see the scars of the latest turmoil.

Liran/Usani (1923 B000684-A): Liran's asteroid miners provide neighboring Deneb with many needed raw materials. The Navy has taken great pains to protect this system recently.

Minde's Star/Inar (1220 D235452-B): The outpost at Minde's Star was originally established in 269 by IISS astronomers. Located on the system's outermost world — a cold, bleak rockball — the outpost and its inhabitants have grown. Today, station personnel number over 30,000.

The system's main item of interest — and its namesake — is the primary, a red flare star. Astronomer Jefersen Minde first observed the star's fluctuations in brightness, and the Scouts renamed the system for him when the observatory was built. Today, the outpost at Minde's Star stands foremost among observatories studying this type of flare star.

Minde located a truly unusual astronomical object. The star which bears his name varies dramatically in brilliance — in its greatest recorded fluctuation, its luminosity increased sixty-fold in a half-minute. Such fluctuations are sudden and non-cyclical. Nevertheless, the accuracy of the local astronomers' forecasts has increased, benefitting no doubt from the body of data recorded over the outpost's lifetime.

Moroyanga, Ashak (818-881): An Imperial physicist, Moroyanga is today known both for his eccentricity and his dubious breakthroughs in temporal physics.

While employed at the Jumpspace Institute in his early thirties, Moroyanga became convinced that the fundamental concepts of time were hidden within the principles governing jumpspace. He dedicated his life to discovering those concepts and their applications.

Moroyanga died under mysterious circumstances in 881 while involved in classified work for the Imperial Navy. A closed hearing dismissed foul play as the cause, but rumors of Moroyanga's assassination still circulate.

Although Moroyanga's research was purely hypothetical, the sector government was intrigued with its potential — Research Station Zeta at Pashus (1432 A232455-G) was opened in 885 to continue Moroyanga's work.

Qevar/Gulf (0731 A2326AE-F): Qevar's atmosphere allows water to change from ice to vapor with only a brief liquid state. The vapor in the atmosphere gives Qevar a brilliant luster when seen from space. Liquid water is prized; only the dictator and his nobles are allowed more than their needs. Noble status can be achieved with years of hard work and study — some few commoners occasionally manage it. Nobles are required to treat commoners fairly, but death is a common legal penalty.

Rayel/Inar (1313 B693632-8): Rayel's six large moons — a unique number for such a small planet — cause complex tidal patterns not only in its small deep seas, but also in its desert sands.

Redemption/Usani (1722 X140634-1): Amber Zone. Redemption is one of only three Imperial worlds that enjoy Amber travel codes while lacking starport facilities of any kind. This rare status stems from the inhabitants' strange beliefs and evangelistic zeal.

Redemption's natives have forsaken the conveniences of modern technology to follow a "back-to-nature" lifestyle. While most sects with a similar ideology favor isolation, the people of Redemption are extremely open and friendly. They welcome interstellar trade, but only to bring possible converts to Redemption.

As independent merchants come to the planet, the natives try to persuade them to scrap their vessels and take up the spartan local existence. Indeed, this is the course the natives' forefathers followed, making crude dwellings from their gutted ships and pursuing their unusual faith.

Shinorasus/Dunmag (1918 A410200-E): The inhabitants of Shinorasus came from Namidshur (2019) because of their discontent with its high law level. Many were inventors, technicians, and artisans. They agreed to have little formal government.Their sealed estates are supplied with water and oxygen released from the world's crust. Fuel, repairs, and starships constructed at Shinorasus' starport are known for high quality and astronomical cost. Offworld visitors are not encouraged to stay for more than a few weeks. •

ALLEGIANCE CODES

Last issue we neglected to print a table of codes used in the survey data.

TD18, Corridor

- Allegiances
  - Ca: Corsair Alliance
  - Cs: client state (Imperial)
  - Na: non-aligned
  - Rv: Restored Vilani Empire
  - St: Strephon's Worlds
  - Va: Vargr (independent)
  - Vf: Dzarrgh Federate
  - Vg: Glory of Taarskoerzn
  - Vh: Irrgh Manifest
- Bases
  - A: naval base and scout base (Imperial)
  - C: corsair base
  - D: naval depot (Imperial)
  - G: naval base (Vargr)
  - H: naval base and corsair base (Vargr)
  - J: naval base (non-Imperial)
  - M: military base (non-Imperial)
  - N: naval base (Imperial)
  - S: scout base (Imperial)

TD18, Ealiyasiyw

- Allegiances
  - A0-A9: Tlaukhu bloc
    - As: Asian
    - Id: Islalat Dominate
    - Na: non-aligned
- Bases
  - F: military and naval base (non-Imperial)
  - R: clan base (Asian)
  - T: Tlaukhu base (Asian)

TD19, Deneb

- Allegiances
  - Cs: client state (Imperial)
  - Dd: Domain of Deneb
  - Na: non-aligned
  - V6: Assemblage of 1116
  - Va: Vargr (independent)
  - Vf: Dzarrgh Federate
  - Vu: United Followers of Augurgh
- Bases
  - A: naval base and scout base (Imperial)
  - C: corsair base (Vargr)
  - D: naval depot (Imperial)
  - N: naval base (Imperial)
  - S: scout base (Imperial)
  - W: scout way station (Imperial)

TD19, Riftspan Reaches

- Allegiances
  - A0-A9: Tlaukhu bloc
    - As: Asian
    - Na: non-aligned
- Bases
  - R: clan base (Asian)
  - T: Tlaukhu base (Asian)

Remarks, all issues, all sectors

- C0-C9: Chirper population in tenths; e.g. C2 = 20% Chirpers
- D0-D9: Droyne population in tenths; e.g. D0 < 10% Droyne

DENEB SECTOR — UWP SURVEY DATA

New Ramma	0108	D465540-6	S	Ag Ni			703	Dd	M6 V	M6 V	G6 V
Saarinen	0113	B566212-8		Lo Ni RsE			513	Dd	M6 V	K5 D	
Rena	0123	D596211-7	S	Lo Ni			403	Dd	M4 V		
Gulistan	0124	CAB2358-7	S	Lo Ni Fl			820	Dd	K6 II		
Chaosheo	0130	E87A788-1		Wa		A	625	Dd	K8 V		
Iruku	0138	B21048A-9		Ni			501	Dd	F1 V	M2 VI	
Marz	0201	A584985-A	S	Hi			101	Dd	M4 V	M7 D	
Carthage	0202	B2107B9-C		C0 Na			724	Dd	M2 V		
Enaaka	0203	B777786-6		Ag			922	Dd	F5 V		
Rubrak	0207	C554511-7	S	Ag Ni			701	Dd	K3 V	M8 D	
Teh	0208	D263136-5	S	Lo Ni			802	Dd	M2 V		
Kretikaa	0209	B200568-C		Ni Va			623	Dd	K2 IV		
Suvfoto	0211	D95488A-7	S				304	Dd	K6 V		
Musayid	0214	E5448AE-5					514	Dd	K5 V		
Umilkam	0217	DAA6300-5		Lo Ni Fl			401	Dd	M1 V	G7 D	
Vanzeti	0218	C52A531-C	S	Ni Wa			401	Dd	M3 V	M7 V	
Mater Nova	0221	B575744-9		Ag			314	Dd	M8 V	K0 D	
Breslow	0222	X440510-1		Ni Po De		R	902	Dd	K8 VI	M1 D	
Daumier	0223	B88A452-E		Ni Wa			510	Dd	K7 V	M9 V	
Adapam	0224	E796442-8		Ni			822	Dd	K8 V		
Wroclaw	0226	C4667BF-7		Ag			823	Dd	M8 V	K2 VI	
Rimkuku	0228	D9A8872-7	S	Fl			324	Dd	M3 V	G1 V	
Azizlyah	0229	C86A475-B		Ni Wa			624	Dd	M3 V		
Inkekush	0233	A140548-E	N	Ni Po De			631	Dd	F9 V	M2 V	
Saguenay	0235	B438256-F	N	Lo Ni			324	Dd	M0 V		
Taman	0237	E874300-4		Lo Ni			810	Dd	M7 V	M3 VI	
Nouakchat	0238	C532114-6	S	Lo Ni Po			103	Dd	M9 D		
Kiiga	0303	D530624-8		Na Ni Po De		A	201	Dd	M0 V	M2 D	
Riacon	0304	B666441-8	N	Ni			301	Dd	M6 V	M8 VI	
Saki	0306	D276641-8		Ag Ni			701	Dd	M8 V		
Horizon	0310	E110725-8		Na			324	Dd	F2 IV	K3 D	
Fennec	0311	C556833-8	S				520	Dd	M7 V		
Magash	0316	A400976-F	S	Hi Na In Va Cp			824	Dd	F8 V	K7 III	
Cabrini	0319	C365510-6	S	Ag Ni			123	Dd	M9 V		
Barbary	0327	C5717CF-4	S				813	Dd	F5 V	K3 D	
Dunstan	0328	C649220-8		Lo Ni			523	Dd	G4 V		
Canisus	0330	C4317BA-8	S	Na Po			901	Dd	M9 V	G6 D	K6 D
Acsta	0332	A669236-C		Lo Ni Re			412	Dd	M1 V		
Furens	0334	C8AA698-A		Ni Fl Wa			603	Dd	M2 V	M9 D	
Upuraku	0336	B484554-9	W	Ag Ni			301	Dd	M2 V		
Tuwayk	0339	B672843-A					501	Dd	M8 V		
Gessert	0403	C254315-A		Lo Ni			320	Dd	A2 V	K2 D	
Miwald	0404	C533498-A	S	Ni Po			602	Dd	M0 V	M5 V	
Pretoria	0406	B656967-9	N	Hi Cp			720	Dd	G5 IV		
L'sis	0409	A764896-8	N	Ri			101	Dd	M6 V		
Dhapura	0412	E579758-7					512	Dd	F4 V		
Pharos	0415	B593477-8		Ni			612	Dd	M2 V		
Sul'tang	0417	B552864-A		Po			415	Dd	G4 V	M3 D	
Ara Pacis	0419	A337678-B		Ni			601	Dd	M3 V		
Rouenet	0422	C362201-B		Lo Ni			705	Dd	K0 V		
Zyedi	0431	E551443-5		Ni Po			501	Dd	K3 IV		
Endup	0436	D6939EG-9		Hi In			104	Dd	M6 V	G5 D	
Beaxon	0439	D88AA99-C		Hi Wa		A	923	Dd	F1 D		
Noghon	0440	D79798B-9		Hi In			521	Dd	F5 V	M6 D	
El D'Nah	0502	C549456-B		Ni			502	Dd	M6 V		
Spectre	0503	B100654-A		Na Ni Va		A	802	Dd	M8 V		
Ash	0504	A540887-8	S	Po De			201	Dd	M9 V	M1 D	
Caladlb	0508	B697222-9	N	Lo Ni			301	Dd	M2 V		
Redi	0509	E575565-4		C4 Ag Ni An			712	Dd	F3 V	M3 D	
Gra-Bie	0510	C23027B-9		Lo Ni Po De			120	Dd	G7 V		
Marnie's World	0514	AA9A324-B	N	Lo Ni Wa			510	Dd	F3 D		
Endimyon	0516	X555434-1		Ni		R	523	Dd	F3 III	M5 D	
Seleen	0517	A310467-E		Ni			704	Dd	M6 V		
Thingen	0518	B467998-D	N	Hi			305	Dd	M9 V		
Isurkun	0524	A441334-A		Lo Ni Po			721	Dd	G4 IV		
Sejmai	0525	C210643-A		C0 Na Ni			534	Dd	K4 V		
Moltke	0529	C646110-8	S	Lo Ni			204	Dd	M6 V	K9 D	
Briaxis	0531	C120445-D		Ni Po De			901	Dd	M1 VI	M9 V	
Maricutin	0534	B764000-A	N	Lo Ni Ba			213	Dd	F9 V	K5 VI	
Kirklend	0602	A668443-A	N	Ni			423	Dd	F4 V		
Carmel	0604	B346441-9		Ni			302	Dd	F0 V	M0 VI	
Urnas	0609	D120974-C	S	Hi Na In Po De		A	210	Dd	K7 V		
Anomaly Five	0615	X100000-5		Lo Ni Va Ba		R	623	Dd	M9 V		
Sevas Topol	0619	D9C3256-7		Lo Ni Fl			923	Dd	M2 V		
Mushinag	0622	D575556-8	S	Ag Ni			520	Dd	F6 V		
Araa	0623	C566254-A	S	Lo Ni			522	Dd	F7 V	M4 D	
Helmuth	0624	C846203-8	S	Lo Ni			922	Dd	M9 III		
Kemal	0626	B566786-7		Ag Ri			323	Dd	F3 V		
Askigaak	0629	E549AA8-C		Hi In			901	Dd	M1 V		
Preslin	0633	B130679-E	N	Na Ni Po De			310	Dd	M2 II		
Brufort	0638	C869642-6		Ni Ri			420	Dd	M5 V	F5 III	
Taa	0701	A650643-9		Po Ni De			330	Na	G7 VI		
Dilex	0702	D626888-7					902	Va	M1 V		
Hylaxis	0709	B7B2354-A		Lo Ni Fl			522	Dd	K7 V		
Naali	0710	D61657A-8	S	Ni Ic			324	Dd	M4 V		
Amirante	0713	D210899-4	S	Na			602	Dd	K5 VI		
Bahadur	0715	A326230-E	N	Lo Ni			102	Dd	M5 V		
Rhinom	0717	B7768AB-8	N				601	Dd	M9 V		
Shen-Yang	0727	C865520-5		Ag Ni			502	Dd	F7 V	K1 V	
Norg	0729	A000114-D	N	Lo Ni As			710	Dd	M7 V		
Sultana	0730	B649414-9		Ni			521	Dd	M5 III		
Qevar	0731	A2326AE-F	A	Na Ni Po Cp			403	Dd	M6 V		
Raguseppe	0734	B410555-B		Ni			710	Dd	M0 V	K5 D	
Klangya	0735	C7C0200-C	S	Lo Ni De			714	Dd	M3 V		
Taormina	0737	D3216AE-7		Na Ni Po			834	Dd	G8 V		
Mtensc	0740	D351454-A		Ni Po			123	Dd	M0 VI		
Retion	0803	C558445-4		Ni			601	Va	K7 V	M4 D	
Jode	0805	A9A6220-B		Lo Ni Fl			410	Dd	F3 IV		
Therm	0809	D9B0489-5	S	Ni De			313	Dd	M9 V		
Cicus	0812	E310330-5		Lo Ni			621	Dd	M4 VI	G0 V	K0 V
Makeni	0813	E100542-8		Ni Va			302	Dd	M1 V		

Amritsar	0814	C897535-8		Ag Ni An		413 Dd F3 V
Pangumo	0815	C35259B-B		Ni Po		301 Dd K0 V M8 V
Coshecawat	0816	X100641-1		Na Ni Va	R	313 Dd M6 V F6 D
Jehun	0819	E66766A-7		Ag Ni Ri		901 Dd K2 V M4 V
Tlaza	0824	C303100-A		Lo Ni Va Ic		913 Dd M6 V
Imone	0826	A9C1555-F	N	Ni Fl Cp		613 Dd M0 V
Skopyeh	0827	B500534-C		Ni Va		902 Dd F9 V M9 D
Burnham	0828	B664379-8	N	Lo Ni		501 Dd K3 VI
Bukit Seng	0830	C442334-8		Lo Ni Po		404 Dd M4 III
Mephit	0833	C9B8436-7	S	Ni Fl		302 Dd G6 V K4 VI
Ghatsokfe	0902	BA8669D-8		Ag Ni Ri		304 Va M7 VI
Matsa	0903	A234453-F		Ni		102 Cs F3 IV M5 VI
Aksofouta	0905	D55677A-4		Ag		612 Va M6 V
Waalikii	0906	B525586-B	N	Ni		834 Dd F8 V
Malkei	0907	B659866-8				610 Dd M1 III
Gyrfal	0910	C8B6545-7		Ni Fl		103 Dd M8 V
Kayu	0912	E9B75A8-8		Ni Fl		412 Dd M2 V
Amarkimi	0913	B446410-A	W	Ni		902 Dd K8 V
Otomisi	0914	B5A5577-C	S	Ni Fl		403 Dd M9 V G6 V
Skold	0915	B764323-A		C2 Lo Ni		124 Dd K0 V
Kubishush	0917	B8B69AA-D		Hi Fl		901 Dd M8 V M3 VI
Norhammon	0921	B764667-A	A	Ag Ni Ri		620 Dd M5 VI
Teyobald	0922	B8B3545-D		Ni Fl		822 Dd M4 VI F0 D
Ibix Donora	0925	C332245-9		Lo Ni Po		901 Dd K1 V M3 V
Sipedon	0929	E3536AB-8		Ni Po		902 Dd M4 V K0 D
Arnyl	0930	B683697-8	A	Ni Ri		723 Dd G2 D
Echura	0933	C6837AB-8				603 Dd M1 V
Inquar	0935	B8B5754-B	S	Fl		723 Dd M6 III
Tullyhome	0936	D66977A-5		Ri		401 Dd F2 V M1 V
Sestos	0939	D5A6878-7		Fl		803 Dd K6 V M6 V
Kfathvaedai	1001	B000661-C		Na Ni As		224 Va G5 VI
Slsi	1004	B8D0610-8		Ni De		624 Va M4 V
Kamisaraki	1006	C354467-A	S	Ni		703 Dd G1 V M3 D
Jessok	1011	C623510-B		Ni Po		920 Dd G8 V G0 V
Mowebe	1014	C748551-B		Ag Ni		601 Dd M2 V K9 V
Lilri	1016	B542998-D		Hi In Po		401 Dd M4 V K8 D
Hessel	1018	B658100-D	N	Lo Ni		801 Dd M4 V M2 D
Irumunu	1023	B7B3620-C	W	Ni Fl		101 Dd M6 VI M6 VI
Frisgar	1025	E424752-9				401 Dd M1 V K7 V K7 V
Burtrum	1026	C5387A9-8				501 Dd M3 V M0 VI
Prege	1030	B79A678-9		Ni Wa		702 Dd M2 V
Quinthept	1032	C521575-B		Ni Po		521 Dd F0 V
Storm	1035	CAD6223-B		Lo Ni Fl		614 Dd M0 V
Timmer	1038	C362652-8	S	Ni Ri		214 Dd M6 V K3 VI
Zeen	1111	D653643-6	S	D5 Ni Po		301 Dd K6 VI
Pecena	1115	B347014-A	A	Lo Ni		722 Dd M4 III
Abydos	1116	D335666-8	S	Ni		410 Dd M5 V
Karabeth	1118	E663468-7		Ni		102 Dd K9 III M3 V
Vincennes	1122	A899AA6-G		Hi In Cp		113 Dd M7 V K1 V G1 V
Eriris	1123	D679443-7		Ni		913 Dd F1 V
Dekha	1128	C100A9A-F	S	Hi Na In Va		210 Dd M6 V F3 V
Keirel	1133	C110330-C	S	Lo Ni		734 Dd M7 V
Lilad	1135	C447AAE-E		Hi In		824 Dd M6 V
Third Mu	1137	BA7A210-C		Lo Ni Wa		225 Dd K3 V
Ushashin	1138	EA9A210-7		Lo Ni Wa		734 Dd M7 V
Oriryu	1140	B536534-9		Ni		901 Dd M4 V M3 VI
Lengighdzuerz	1202	A300520-B		Ni Va		923 Va G6 V
Naimar Station	1203	B000347-A	N	Lo Ni As		912 Cs M5 V F6 D
Haniiwa	1208	XA9A643-4		Ni Wa	R	210 Dd F4 II
Prigojin	1212	E100440-8		Ni Va		903 Dd K4 D
Inar	1213	A310736-E	N	Na Cp		903 Dd M7 V
Morninglori	1216	B544585-7		Ag Ni		113 Dd M2 V
Clarissa	1217	C536422-A	S	Ni		514 Dd M4 V
Gaagir	1218	C86A358-A	S	Lo Ni Wa		601 Dd K6 V K9 V
Minde's Star	1220	D235452-B	S	Ni		303 Dd M7 V
Perez	1221	C536224-6		Lo Ni		801 Dd M6 VI K8 D
Montane	1223	C683104-7		Lo Ni		122 Dd G8 V
Achemadon	1224	A3477BB-A		Ag		701 Dd M7 V M3 VI
Bishop	1226	B201553-F	S	Ni Va Ic		524 Dd M6 II
Taburi Nen	1227	A44658A-B		Ag Ni		121 Dd M7 V
Djar	1229	C3008CE-7	S	Na Va		102 Dd F0 V M4 D
Point Ay	1231	C460524-B	S	Ni De		902 Dd M1 V
Veldt	1235	C467754-8	S	Ag Ri		514 Dd F6 V
Muntgumree	1238	B253666-8	A	Ni Po		303 Dd K1 V
Latros	1301	B688227-B		Lo Ni		501 Na K3 V M0 D
Kantra	1302	C301698-9		Na Ni Va Ic		622 Na M7 V
Qi'iri	1303	E454323-7	C	Lo Ni		410 Va M0 V
Lome	1306	E32487B-9				101 Dd M0 V M7 D M7 D
Lamas	1309	B7AA585-C	N	Ni Fl Wa Cp		701 Dd M5 V
Quanah	1311	C467474-6		Ni		123 Dd M4 VI
Rayel	1313	B693632-8		Ni		410 Dd G3 V
Modika	1314	B450413-8	S	Ni Po De		503 Dd F5 V M5 D
Ciprien	1318	C553310-7		Lo Ni Po		821 Dd F5 V
Thane	1319	D585430-8	S	Ni		421 Dd M3 V
Al-Uqayr	1323	E567259-5		Lo Ni		513 Dd F2 V
Jonkeer	1324	C4908C9-9	S	De		401 Dd M1 V
Medard	1327	B321425-C		Ni Po		701 Dd K9 V G0 D M0 D
Giffert	1332	B7A9557-E		Ni Fl		220 Dd F5 V K1 D
Shiiku	1333	D6507BF-6	S	De		522 Dd M0 V
Giranima	1334	D7979C8-9	S	Hi In		313 Dd K9 V M1 V
Dawn	1336	AA9A531-C	N	Ni Wa		403 Dd M9 V
Unxava	1337	B677627-7		Ag Ni		723 Dd G3 IV
Sorel	1338	B539113-C	N	Lo Ni		601 Dd K6 V K8 D
Zeng	1339	A226446-C	N	Ni Cp		411 Dd M3 V
Agdarmi	1340	B266799-A		Ag Ri		724 Dd M8 III
Qi'ire	1403	A657377-A		Lo Ni		402 Na M8 V
Anatre	1405	D5788A7-6				401 Dd M3 V
Borlund	1406	E454AAA-9		Hi		701 Dd M8 VI M9 VI
Krisna	1409	C84A651-A		Ni Wa		812 Dd M8 V
Taillon	1415	C78A668-9	S	Ni Ri Wa		701 Dd M6 V M9 D
Starn	1417	B000996-F	S	Hi Na In As RsB		722 Dd K0 V
Montcolm	1419	D675212-8		Lo Ni		122 Dd K4 V
Quebraco	1420	E78A568-4		Ni Wa		824 Dd M1 III F3 V
Sarden	1424	E552652-7		Ni Po		501 Dd M6 V
Kew	1426	C512103-B		Lo Ni Ic		313 Dd M3 V
Condamine	1428	C665578-7		Ag Ni		921 Dd F9 V M0 V
Ishiri	1429	E36598A-7		Hi		521 Dd F7 V M0 VI K0 VI
Eretaro	1430	C9C4100-B		Lo Ni Fl		901 Dd M3 V K9 D
Pashus	1432	A232455-G	S	Ni Po RsZ		812 Dd A9 V
Atab	1433	C140899-A	S	Po De		303 Dd G7 V M7 VI
Quirinal	1435	C651754-9		Po		101 Dd M9 V M9 V G2 D
Isidor	1436	C371565-8		Ni		623 Dd M0 II
Breit-Tuve	1439	C325574-B		Ni		811 Dd M1 V
Fessenden	1440	C4357CC-6				401 Dd M1 VI
Mur	1502	C100733-A		Na Va		120 V6 F1 V M8 D
Gila	1504	E663674-6		Ni Ri		201 Na K5 V K5 D
Lagut	1505	C312555-B		Ni Ic		932 Dd F9 V
Pek'e	1508	C441325-7	S	Lo Ni Po		412 Dd F3 V
Prolam	1509	B769436-A	N	Ni		223 Dd A7 V
Trevith	1518	E673347-4		Lo Ni		422 Dd G0 V M0 D
Kauai	1520	BA89537-B	A	Ni		924 Dd F8 V K3 D
Bumushe	1522	C68A657-6	S	C6 Ni Ri Wa		324 Dd F9 V
Verd	1524	E150433-6		Ni Po De		102 Dd F2 V M7 V
Rajan	1532	C87A112-B		Lo Ni Wa		821 Dd M2 V F3 D
Gzigorlioe	1601	A311677-A		Na Ni Ic	A	801 V6 M1 V
Gzonksoeg	1603	D567200-7	C	Lo Ni		401 Va M9 V
Yef	1608	E243342-4		Lo Ni Po		202 Dd M2 V
Gaashushnu Li	1608	X744255-4		Lo Ni	R	404 Dd F4 D
Ansirk	1609	B100100-F	N	Lo Ni Va		122 Dd F2 V
Depot	1613	A100644-G	D	Na Ni Va		220 Dd F9 II
Spingarn	1614	E564320-5		D6 Lo Ni		510 Dd M9 V M6 D
Gaza	1615	B430656-B	W	Na Ni Po De		723 Dd G1 V K5 V
Ashasi	1618	E9D5AA8-C		Hi Fl		621 Dd M3 V
Neopidan	1619	BA9A547-8	N	Ni Wa		724 Dd K3 V
Surisha	1620	D682232-3		Lo Ni		201 Dd M1 V K9 D
HRD	1623	A401654-F	N	Na Ni Va Ic		810 Dd M5 III
Risir	1626	C230225-9		Lo Ni Po De		310 Dd K1 V M6 D
Alaungpaya	1628	C140794-8	S	Po De		601 Dd M6 V
Brontitor	1630	B9C4210-8		Lo Ni Fl		904 Dd K0 IV
Pikha	1633	B738A86-C		Hi		612 Dd K7 V
Ibsen	1635	D4346AC-6		Ni		110 Dd M8 III A2 D
Balzac	1636	A452879-D	N	Po		513 Dd G1 IV K5 D
Uushadiiru	1639	A351445-A	N	Ni Po		521 Dd G0 V
Jecife	1640	A439667-F	N	Ni		123 Dd F6 II
Graek	1704	D7879C7-4		Hi	A	101 Cs M4 D
Dunant	1706	B311320-E	S	Lo Ni Ic	A	523 Dd G2 V M4 V
Remsen	1708	B788676-9	S	C7 Ag Ni Ri		524 Dd F9 V M7 D
Uakari	1710	C5348AA-6				912 Dd K6 VI
Petrarch	1712	B554853-8	A			210 Dd M6 V
Stoyben	1713	D21356A-8	S	Ni Ic		211 Dd M3 V
Andalia	1714	C87A447-6		Ni Wa	A	903 Dd M7 V G8 D
Reims	1716	C624779-6				601 Dd M9 V M0 V
Kennebec	1717	E978552-6		Ag Ni		523 Dd F7 V
Polizzi	1719	B402532-E		Ni Va Ic		823 Dd K9 V
Redemption	1722	X140634-1		Ni Po De	A	033 Dd G0 V
Woaros	1726	X747678-1		Ag Ni	R	014 Dd K4 V
Monogan	1728	E10056A-8		Ni Va		902 Dd K2 D M0 D
Gatooma	1730	E100566-7		Ni Va		424 Dd M8 II
Rif	1732	C687200-6		Lo Ni		702 Dd F4 V G4 IV
Imazura	1733	C555555-9	S	Ag Ni		203 Dd M8 V
Dzoungdzi	1802	A457353-E		Lo Ni		624 V6 K7 V
Clinodan	1805	B342221-9		Lo Ni Po		632 Dd M9 V F8 D
Antra	1808	A53789C-E		Cp		501 Dd M0 D K5 D
Syr Darya	1810	E55769C-5		Ag Ni		922 Dd M4 V G3 V
Karst	1814	B87679B-6		C2 Ag		133 Dd F8 III
Roivaag	1821	E380345-7		Lo Ni De		804 Dd F6 V K1 D
Tetzel	1823	B643232-B	N	Lo Ni Po An	A	301 Dd F3 V M6 D
Farraco	1824	E200478-A		Ni Va		112 Dd K7 V

Eshamili	1826	A334343-B	S	Lo Ni		323 Dd F2 IV
Prefecture	1827	E1307B6-9		Na Po De		724 Dd G1 D
Bisistra	1829	B357579-D	N	Ag Ni		802 Dd M0 V
Ronsard	1830	DA89654-8	S	Ni Ri		225 Dd G5 V M5 D
Takahira	1831	B9C5223-8	A	Lo Ni Fl		722 Dd M7 D
Kamiar	1832	B387462-C	N	Ni		810 Dd M2 V
Noscius	1902	C222201-7		Lo Ni Po	A	511 V6 G3 V M8 V
Fursuelgigz	1903	B200787-8		Na Va		901 V6 M1 V
Marnig	1904	E241101-5		Lo Ni Po		301 V6 K7 III M8 V
Ostov	1905	C768532-6		Ag Ni		422 Dd F7 V G7 D
Uramid	1910	B345568-A	A	Ag Ni		621 Dd M2 V
Donu-na	1917	C460850-B		Ri De		525 Dd F2 V M8 D
Shinorasus	1918	A410200-E		Lo Ni		203 Dd F8 V M9 D
Liran	1923	B0008B8-A		Na As		811 Dd M5 VI G5 D M5 D
Deneb	1925	B537ADD-C	N	Hi In Cx		610 Dd A2 Ia
Amshal	1926	B687365-9	N	Lo Ni		622 Dd M0 VI
Thussor Ozoam	1927	X245101-6		Lo Ni		R 615 Dd M1 V G3 III
Exile	1928	X799212-4		Lo Ni Pr		R 810 Dd M8 V
Turkoman	1930	B9C67CB-7		Fl		220 Dd A4 V
Filangger	2001	A76A654-C		Ni Ri Wa		823 V6 A0 IV G6 VI
Orenberg	2011	B130678-E		Na Ni Po De		201 Dd M5 V G4 D
Twinian	2013	C40447B-7	S	Ni Va Ic		702 Dd M5 V
Zinuun	2014	E2367BA-5				911 Dd M8 V
Ugrik	2016	E300000-7		Lo Ni Va Ba		321 Dd F7 V
Ruwenzori	2017	E749024-7		Lo Ni		303 Dd M8 V
Namidshur	2019	B2106A9-D	S	Na Ni		215 Dd G9 V
Bruyere	2023	C524367-B	S	Cw Lo Ni		422 Dd F0 D
Minocoy	2024	B422505-D	N	Ni Po		620 Dd G4 V K5 V
Avernus	2027	E8865A6-4		Ag Ni		602 Dd M3 V M9 VI
Nyasal	2028	B300653-D	N	Na Ni Va		324 Dd M2 V F0 V
Torrens	2105	C100238-D		Lo Ni Va		104 Dd M4 D
Bangwe	2109	D78A302-A		Lo Ni Wa		112 Dd M5 V
Dilski	2111	C66A200-8		Lo Ni Wa		812 Dd K7 V
Kadidun	2114	D5A2003-9	S	Lo Ni Fl		220 Dd K1 IV K0 V
Piram	2116	E311777-4		Na Ic		611 Dd G2 V
Cunha	2117	C62677C-7				324 Dd M7 V
Teatro	2120	C8A78CA-7		Fl		903 Dd F8 V M7 V
Arcanum	2126	X334868-3		RsA		R 810 Dd M6 V
Nusukha	2127	E310100-7		Lo Ni		215 Dd G7 V G7 V
Javan	2131	C77A135-A	S	Lo Ni Wa		510 Dd M0 III
Gounuerz	2202	B235330-A	C	Lo Ni		510 Va G9 V
Dofil	2204	E59368B-5	C	Ni		710 Va M1 V F3 V
Mazirbe	2210	D5537A6-4		Po		124 Dd K7 III F0 D
Imiaar	2212	D677551-6	S	Ag Ni		423 Dd M5 II K5 VI
Torm	2220	C456445-9	S	Ni		134 Dd K5 V
Byblos	2223	C6738BD-7	S			601 Dd M1 V
Revoc	2224	C9AA577-A	S	Ni Fl Wa		502 Dd F7 V M2 D
Usani	2225	A452699-C	N	Ni Po Cp		202 Dd M0 D
Catacomb	2234	A8A7551-B		Ni Fl		201 Cs K1 V K4 D
Malory	2309	C320774-6	S	Na Po De		223 Dd K8 V K8 D
Glikusu	2316	E647ABC-B		Hi In		105 Dd M8 V
Lan-chou	2317	D855788-7	S	Ag		120 Dd M5 V K8 VI
Sage	2322	D463310-A		Lo Ni		120 Dd A5 III M1 V
Azed Bek	2323	C766300-B	S	Lo Ni		610 Dd M5 V
Tchien	2403	B696266-A	N	Lo Ni		610 Cs M5 V
Gagaridir	2405	B220310-A	N	Lo Ni Po De		201 Dd M1 V K2 V
Insi Kar	2406	B211454-B		Ni Ic		624 Dd K4 V
Syrenaica	2407	C669464-9		Ni		503 Dd A4 V M6 V
Haggard	2409	C777224-6	S	Lo Ni		613 Dd F1 V M9 V
Nibel	2411	E688303-4		Lo Ni		701 Dd M1 V K5 VI
Pagamin	2412	C371114-8		Lo Ni		502 Dd M7 V
Dunmag	2413	A427138-C	N	Lo Ni Cp		201 Dd M3 V M1 D M1 D
Jurburk	2414	B454033-B	N	Lo Ni		802 Dd M6 V G9 V K9 V
Ayers	2424	C230668-A	S	Na Ni Po De		323 Dd F8 V
Hysyl	2425	C2407A9-7	S	Po De		702 Dd M8 D
Tubb	2502	C89A799-9		Wa		701 Na M7 V M0 D
Moskene	2506	E200101-B		Lo Ni Va		603 Dd G7 V F5 V
Niven	2512	E9C3237-6		Lo Ni Fl	A	534 Dd F3 II M3 V
Kasmar	2515	E631754-9		Na Po		101 Dd M3 V M5 D
Erita	2519	E99A575-8		Ni Wa		113 Dd G8 V K9 V
Kilrindor	2520	B446666-B	A	Ag Ni		310 Dd A0 V K9 D
Genilshir	2521	A110123-D	N	Lo Ni Cp		302 Dd K8 D
Maelstrom	2522	B79A855-D		C5 Wa RsG		702 Dd M0 V M3 VI G3 V
Exotrope	2523	D300674-4	S	Na Ni Va		401 Dd M6 V M6 V
Unekh	2603	C20088B-7		Na Va		502 Vu M1 V
Berora	2615	B100672-D		Na Ni Va		822 Na M8 V G7 V
Fosfog	2702	A57559C-8		Ag Ni		114 Vu G5 IV M3 VI
Talon	2704	C343976-B	C	Hi In Po		224 Vu K4 V
Wal-ta-ka	2713	C360431-A		Ni De		601 Na M5 V
Dophkah	2715	B647777-8	N	Ag		324 Cs M9 V
Errogel	2716	B150554-A	N	Ni Po De		724 Cs G9 V
Segan	2717	B3508AB-C	N	Hi Po De		504 Cs F4 V K4 V
Newpenton	2721	C495321-A		Lo Ni		703 Dd M2 V
Lorin Antune	2734	D525867-3				410 Na M2 V M2 V
495-524	2802	D785300-4		Lo Ni An		422 Vu F3 V M6 D
Akkip	2804	C4426B7-9		Ni Po		522 Vu F8 V
Gabrael	2807	A473646-E		Ni		424 Dd K4 V
Tensas	2810	C556550-6		Ag Ni		504 Dd K8 III
Og Bere'	2812	B464002-8		Lo Ni		223 Na G7 V
Doho	2813	A696444-C		Ni		621 Na F8 V K6 D
Gampin	2820	D668644-7	S	Ag Ni Ri		533 Dd M7 V G2 IV
Metare	2903	A32465A-E		Ni		801 Vu M2 V M3 D
Fel	2904	A7A7898-A		Fl		622 Vu M3 V
Ikhaba	2905	C675512-8		Ag Ni	A	933 Dd M5 III
Nurara	2906	C5A5422-B	S	Ni Fl		604 Dd M0 V
Hammand	2907	E736132-4		Lo Ni	A	120 Dd M9 V M4 D
Wyn	2908	C546444-5		Ni		701 Dd M2 V
Crozat	2910	C410424-7		Ni		404 Dd M4 V M6 V
Atsah	2913	A656750-D	W	Ag		723 Cs K4 V
Khishuda	2918	C856040-5		Lo Ni		201 Na M8 V M8 D
Oiuk Dzas	3004	B363521-7		Ni		814 Vu M8 VI
Arleshanu	3005	A262333-E	N	Lo Ni Cp		420 Dd F4 IV
Taproban	3008	B8A8787-C	N	Fl	A	720 Dd M2 V
Corfinium	3011	B443664-8		Ni Po		522 Dd M6 V
Ivora	3013	E999533-5		Ni		401 Na M5 V
Atadi	3015	B2109C7-F		Hi Na In		201 Cs M1 V M1 V
Zerderu	3016	B441685-B		Ni Po		401 Na M1 V M1 V
Asharam	3031	C76279A-3		Ri		622 Cs M4 V G9 D
Aerfor	3104	A584520-D		Ag Ni RsD		534 Vf M7 V
Olokono	3110	E6A5211-5		Lo Ni Fl		801 Vf M0 V
Lamar	3111	C410410-7	S	Ni		223 Vf M1 V
Berth	3112	B547345-B	A	Lo Ni		901 Vf K5 V M5 V
Prevsia	3113	D243300-8		Lo Ni Po		410 Vf M5 V M4 V
Arabah	3115	C877233-5	S	Lo Ni		820 Vf F8 IV
Sherad	3116	A000447-F	N	Ni As		913 Vf M6 V
Goukhsar	3201	C563224-5		Lo Ni		310 Vf A6 V
Salaam	3213	D576300-4	S	Lo Ni		222 Vf M4 III K5 D

RIFTSPAN REACHES — UWP SURVEY DATA

Areiha'is	0102	B5484HA-C		Ni		900 As M9 VI
Triwayah	0103	C7831G4-7		Lo Ni		820 As G2 V
Ftyayu	0104	A6647M5-E		Ag Ri		702 As A4 V
Yoirilao	0108	B69A6M7-9		Ni Wa		712 As M2 V
Khtyeai	0124	A6455L6-B		Ag Ni		102 A8 M4 V
Aouakh	0133	E0003G9-7		Lo Ni As		200 As K4 V
Ehaosah	0201	B5624H8-C		Ni		903 As M1 V
Stalkhah	0204	B1403GB-B		Lo Ni Po De		413 As M1 V
Uaka	0236	E6736N5-8		Ni		905 As K1 V M2 D
Iohfou	0303	C1307J5-C		Na Po De		204 As K0 V
Yailaw	0306	B1108M5-E		Na		803 As K3 V
Aletoil	0339	B9843J7-8	T	C2 Lo Ni		100 As K5 VI M5 D
Fahaiye	0402	B6334N7-A		Ni Po		712 As M0 V
Oirarol	0403	C4866JB-8		Ag Ni Ri		300 As A3 V G7 D
Telkhahfauoa	0404	B3625KA-A		Ni		600 As M3 V
Hastaofta	0407	B2004J7-C		Ni Va		213 As M0 V M4 D
Wyoyohku'	0503	C2107JA-C		Na		904 As M4 V M0 D
Aulryakh	0507	A242AN4-E		Hi In Po		502 As K1 V
Seihuelakh	0602	C3672G4-D		Lo Ni		504 As G8 V M2 D
Uistihwoa	0630	A7671N9-E		Lo Ni		520 As G3 V
Eloiye'	0701	A7A87H7-E		C0 Fl		704 As M4 V
Ieafe	0703	B3108L5-E		Na		602 A3 G4 V M8 D
Eao	0711	C94A4H5-C		Ni Wa		304 As G2 V
Teirikh	0722	A5478HC-E	T			311 As G0 V
Stoafaohail	0804	E0007K5-B		Na As		902 As G4 IV M0 D
Aistektao	0901	D6377M4-9				612 As K4 D M0 D
Yeryorio	0902	C6664J6-7		Ni		105 As M3 V
Kouaorly	0904	A5365H4-B		Ni		425 As M3 V
Wehwilaw	0905	A67A1N9-C		Lo Ni Wa		704 As K0 V
Tlaae'ah	0913	C7567L7-E		Ag		413 A9 M2 V
Iyraweis	1002	D2215H6-A		Ni Po		403 As M2 IV
Uasiwea	1017	B8A72G8-C		Lo Ni Fl		213 As K9 IV
Ftuaktaoi	1037	D5974L8-9		Ni		815 A0 M1 V
Yutawe	1101	B3525J3-B		Ni Po		210 As M5 VI
Aoikhekh	1103	B5634N7-A		Ni		205 As M8 IV M9 D
Wou'iwyar	1113	B9AA3J9-A		Lo Ni Fl Wa		804 As K9 V
Souyehkeahte	1115	B5656L8-B		Ag Ni		602 A9 M0 V
Trahoheair	1118	B6639H6-B		Hi		313 As K7 VI M8 D
Hkorou	1201	B8796L5-9	R	Ni		624 A7 G0 V
Liylaeahai	1202	B1205H8-A		C0 Ni Po De		304 As A3 VI M0 D
Tikaoriu	1204	D0008M9-9		Na As		713 As G0 V M5 D M6 D
Aioiol	1209	B79A4H5-B		Ni Wa		104 As K4 V
Ryurarai	1304	B6448L7-E	R			504 A2 M4 V
Hfarauo	1314	B3612G9-E		Lo Ni		613 As G4 V M0 D
Auih	1315	B57A4N7-C		Ni Wa		500 As M3 III
Toawi	1316	B4007KB-E	R	Na Va		800 As K2 V M1 D
Htyeh	1401	C7892L8-A		Lo Ni		724 A8 M4 V
Hyarlih	1415	B7C61G6-E		Lo Ni Fl		511 As K5 V
Waikhta	1420	C6392G7-B		Lo Ni		713 As M7 V K7 D

Iraua	1502	B4716H7-C		Ni	903 As M0 VI
Seisyaftao	1515	B3443J7-C		Lo Ni	104 As G8 III
Ehyeiyaw	1516	D5389MA-8		Hi	410 As F4 V
Hkuriei	1517	A3409JB-E		Hi In Po	404 As K2 V
Eleieah	1608	B4364L8-E	R	Ni	505 A4 K2 V
Oisewarla'	1614	C4006M7-C		Na Ni Va	504 As M1 V
Arieaya	1615	C7977JA-A		Ag	725 As M1 V
Ouohloir	1624	C89A5H6-8		Ni Wa	504 As M0 V
Ulkhyrleirla	1629	B400AH5-C		Hi Na In Va	614 As M3 V M1 D M6 D
Ityerleira	1638	BAF77L6-E	R	Fl	522 A7 G2 V
Wiyeare	1714	A2765M5-B		Ag Ni	622 As M7 IV M2 D
Iukheaw	1715	D2005H5-7		Ni Va	203 As K3 V
Aufusyah	1716	B6831HB-B		Lo Ni	812 As K9 V
Kteirahe	1731	A6492G8-E		Lo Ni	605 As F2 V
Ikiaitiow	1801	E5666M7-A		Ag Ni Ri	622 As M2 V
Ruhkei	1815	C5862H4-6		Lo Ni	600 As M6 V
Aoki	1816	B8883G3-C	T	Lo Ni	604 As M3 V M8 D
Khoiriyri	1837	E6155M9-7		Ni Ic	603 As M3 V
Tarealao	1838	B4648N4-D		Ri	313 As M6 IV
Ouououa	1839	D8748JA-B			103 As K7 IV
Earawair	1840	B2304HA-9		Ni Po De	805 As M1 III K0 D
Youiar	1914	B5A72M4-9		Lo Ni Fl	703 As M1 V
Atiiyai	1927	B5120H6-C		Lo Ni Ic	404 As K4 V
Hfeae'yo	1937	B5498K3-D			704 As K9 IV
Htoisofea	2137	D4655J6-A		Ag Ni	903 As F4 V
Stiyseakhih	2139	B6768HC-B	R		500 As M3 V
Ahfatre	2219	B2414N9-E		D1 Ni Po	502 As F0 V M3 D M7 V
Ta'ali	2226	B1301HA-9		Lo Ni Po De	202 Na M9 V M4 D
Stiyteatiru	2238	C9A59H7-D		Hi Fl	211 As M4 V K2 D
Resoi	2239	C5898NA-D			713 As M1 V
Aoukeiwar	2306	A0000G3-C		Lo Ni As	820 Na K0 V
Iyakhoryeh	2419	B6396H5-D		Ni	404 As F3 V
Ulhwayu	2423	B3342MA-8		Lo Ni	305 As F4 V
Ealyr	2427	E3202J7-8		Lo Ni Po De	212 Na M2 VI
Staoiya	2437	A7964M8-B		Ni	520 As F0 V M9 D
Oiharaei	2439	C2446K6-A		Ag Ni	523 As M2 V M4 D
Feoaei	2440	A9A84J3-E		Ni Fl	803 As K0 V M1 D
Stairearlehfa	2521	C422AH9-9		Hi Na In Po	305 Na M4 V
Teakhiru	2539	A7358L9-D		D0	300 A1 K4 V M6 D
Oraorya	2639	B2031HB-B		Lo Ni Va Ic	312 As M8 D
Reaoari	2640	B5548H5-B			700 As M4 V M7 D
Uiryo'yahoh	2726	B1206K7-D		Na Ni Po De	203 Na M8 IV M7 VI
Esui	2729	B2004K6-E		Ni Va	202 As M1 V M4 D
Heakht	2738	B4534HA-C		Ni Po	400 As M0 V M8 D
Kewyewa	2740	B3336M7-9		Na Ni Po	810 As K3 V
Khiaita	2838	B5376J8-A		Ni	924 As K1 V M6 D
Uafaya	2840	A1001MC-E		Lo Ni Va	503 As K8 V
Oisyasais	2933	A9AA8HA-E		Fl Wa	414 As G4 V
Wahtoikoeakh	2936	A773AL7-E		Hi In	902 A4 M1 V
Elyayoi	2940	A5808JA-E		Ri De	913 As G3 VI
Hiuareiai	3030	B4613M7-9		Lo Ni	804 Na M6 V
Iyw	3038	A6596LA-A		Ni	705 A5 K4 V
Auhahkei	3039	A8675MB-B		Ag Ni	220 As K4 V
Oyoiy	3121	B6985JA-A		Ag Ni	400 Na M1 V M3 VI
Hasawe'i	3131	B7A81K8-B		Lo Ni Fl	223 As G1 V M9 D
Kaikai	3139	B6481G4-E	R	Lo Ni	602 As M7 V M6 D
Ahoahea	3219	A2406M4-A		Ni Po De	202 Na K2 V M7 D
Ihiahyohao	3239	B6835H8-D	R	Ni	810 As M1 V M4 D
Iheiu	3240	B5605J2-A		Ni De	704 As M4 V

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__Aztecs, 25 mm, Falcon Miniatures
__Republican Romans, 15 mm, Frontier Miniatures
__Seven Years War, Hungarians & Russians, 25 mm, RSM Ltd.

2. Best Fantasy or Science Fiction Figure Series, 1989
__Dragonlance AD&D Figures, Ral Partha Enterprises, Inc.
__Fantasy Adventurers, Ral Partha Enterprises, Inc.
__Official AD&D Monsters, Ral Partha Enterprises, Inc.
__Ork Horde, Warhammer 40K, Games Workshop, Inc.
__Shadowrunners, Shadowrun, Grenadier Models, Inc.
__Skeleton Army, Games Workshop, Inc.
__Star Wars Series, Grenadier Models, Inc.

3. Best Vehicular Miniatures Series, 1989
__Battle Titans, Games Workshop, Inc.
__BattleTech Mechs and Vehicles, Ral Partha Enterprises, Inc.
__Dwarf War Machine, Games Workshop, Inc.
__Harpoon Miniatures, GHQ
__Renegade Legion: Centurion Line, FASA Corp.

4. Best Accessory Figure Series, 1989
__Cities of Mystery, TSR, Inc.
__Colonial Guns and Machine Guns, 25 mm, Lyzard's Grin
__Hovels, Medieval and Northern European Buildings, Stone Mountain Miniatures, Inc.
__Warhammer Mighty Fortress, Games Workshop, Inc.

5. Best Miniatures Rules, 1989
__BattleSystem Miniatures Rules, TSR, Inc.
__Napoleon's Battles, The Avalon Hill Game Company, Inc.
__Soldier's Companion, Space:1889, Game Designers' Workshop, Inc.
__Tactica, Arty Conliffe
__Warhammer 40K Compendium, Games Workshop, Inc.

6. Best Role-Playing Rules, 1989
__AD & D -2nd Edition, TSR, Inc.
__Champions (hardback), Iron Crown Enterprises, Inc.
__Ghostbusters II, West End Games, Inc.
__Shadowrun, FASA Corp.
__Space:1889, Game Designers' Workshop, Inc.

7. Best Role-Playing Adventure, 1989
__Alice Through the Mirrorshades, Paranoia, West End Games, Inc.
__Curse of the Azure Bonds, Forgotten Realms, TSR, Inc.
__Empire of the Witch-king, Middle-earth Roleplaying, Iron Crown Enterprises, Inc.
__The Great Old Ones, Chaosium, Inc.
__The Ice Man Returneth, Paranoia, West End Games, Inc.
__In Search of Dragons, Dragonlance, TSR, Inc.
__Waterdeep, Forgotten Realms, TSR, Inc.

8. Best Role-Playing Supplement, 1989
__Creatures of the Dreamlands, Call of Cthulhu, Chaosium, Inc.
__Imperial Sourcebook, Star Wars, West End Games, Inc.
__Monstrous Compendium, AD&D 2nd Ed., TSR, Inc.
__Shadow World: Master Atlas, Rolemaster & Fantasy Hero, Iron Crown Enterprises, Inc.
__Spelljammer, AD&D, TSR, Inc.

9. Best Graphic Presentation of a Role-Playing Game, Adventure or Supplement, 1989
__AD & D -2nd Edition, TSR, Inc
__Creatures of the Dreamlands, Call of Cthulhu, Chaosium Inc.
__Imperial Sourcebook, Star Wars, West End Games, Inc
__Lace & Steel, The Australian Games Group
__Shadowrun, FASA Corp
__Spelljammer, AD&D, TSR, Inc.

10. Best Pre-20th Century Boardgame, 1989
__A House Divided, Game Designers' Workshop, Inc.
__Guns of Cedar Creek, Simulation Design Inc.
__Napoleon at Leipzig, Clash of Arms Games, Inc.
__Rise and Fall, Engelman Military Simulations
__Siege of Jerusalem, The Avalon Hill Game Company Inc.

11. Best Modern Day Boardgame, 1989
__5th Fleet, Victory Games, Inc
__Desert Steel, West End Games, Inc.
__Europe Aflame, TSR/SPI.
__Modern Naval Battles, 3W
__Red Storm Rising, TSR, Inc.

12. Best Fantasy or Science Fiction Boardgame, 1989
__Battle for Endor, West End Games, Inc
__Dungeon!, TSR, Inc.
__The Great Khan Game, TSR, Inc.
__Space Hulk, Games Workshop, Inc.
__Web of Gold, TSR, Inc.

13. Best Graphic Presentation of a Boardgame, 1989
__5th Fleet, Victory Games, Inc.
__Battle for Endor, West End Games, Inc
__Red Storm Rising, TSR, Inc.
__Space Hulk, Games Workshop, Inc.
__Web of Gold, TSR, Inc.

14. Best Play-By-Mail Game, 1989
__Family Wars, Andon Games
__Illuminati, Flying Buffalo, Inc.
__It's A Crime, Adventures by Mail
__Kings & Things, Andon Games
__Mobius I, Flying Buffalo, Inc.

15. Best New Play-By-Mail Game, 1989
__Beyond the Stellar Empire-The New System, Adventures by Mail
__Orion Nebula, Orpheus Publishing Corp
__Space Combat, Twin Engine Gaming
__Supremacy, Andon Games

16. Best Fantasy or Science Fiction Computer Game, 1989
__Curse of the Azure Bonds, Strategic Simulations, Inc.
__Dragon Wars, Interplay Productions
__MechWarrior, Activision
__Sword of the Samurai, Microprose, Inc.
__War of the Lance, Strategic Simulations, Inc.

17. Best Military or Strategy Computer Game, 1989
__Battles of Napoleon, Strategic Simulations, Inc.
__F-15 Strike Eagle II, Microprose, Inc.
__M-1 Tank Platoon, Microprose Software, Inc.
__Sim City, Maxis
__Their Finest Hour, Lucasfilm

18. Best Professional Adventure Gaming Magazine, 1989
__Challenge, Game Designers' Workshop, Inc.
__Computer Gaming World, Golden Empire Publications
__Dungeon Magazine, TSR, Inc.
__GM, Croftwood, Publishing
__Strategy & Tactics, 3W
__White Wolf, White Wolf Publishing

19. Best Amateur Adventure Gaming Magazine, 1989
__The Canadian Wargamers Journal, The Canadian Wargamers Group
__ETO, Bill Stone
__Savage & Soldier, Lynn Bodin
__Volunteers, The Newsletter of Civil War Gaming
__The Zouave, ACW Society

Signature: _____

Address: _____

These are the final nominees for the Origins Awards for 1989. Vote for only one nominee per category by checking or marking the line preceding your choice. Fill in your address and sign your ballot. Mail the completed ballot to: Origins Awards Final Ballot, PO Box 3727, Hayward, CA 94544.

The deadline for return of the ballot is June 8, 1990. Ballots postmarked after the deadline will not be counted. The Origins Awards will be presented at Origins '90 in Atlanta, June 28-July 1, 1989. The awards ceremony will be Friday, June 29th. Members of the Academy of Adventure Gaming Arts and Design will receive a final ballot in the mail. If you have any questions concerning the ballot or the Academy, please write: Origins Awards, PO Box 3727, Hayward, CA 94544.

Travel without a Starship

BEGINNER'S LUCK

—by James Holden

Travel among the stars is what **MegaTraveller** is all about; even the game's name suggests exciting journeys between worlds. But for characters without a starship, what options exist for getting from world to world?

BOOKING PASSAGE

Most people today don't own private jetliners. When they need to travel by air, they buy a ticket on a commercial flight. Similarly, relatively few citizens of the 57th century own their own starships. They, too, must book passage on commercial transports. Three types of passage — dubbed low, middle, and high — can be bought. A fourth type, working passage, is available to individuals who can offer useful skills.

Low passage is the cheapest ticket available. Costing only Cr1,000 per jump, low passage forces its takers to endure suspended animation throughout their voyages. Such cold sleep has its medical risks; in addition, low passages provide for baggage massing no more than 10 kilograms. Nevertheless, many interstellar travellers choose to travel low, seeing the lower prices and a slowing of the aging process as advantages.

More enjoyable is middle passage, available for Cr8,000 per jump. Middle passengers are allowed baggage totaling up to 100 kilograms, and they enjoy well-furnished, if not opulent, staterooms.

The most elegant choice remains high passage, priced at Cr10,000 per jump. High passengers can bring along baggage weighing up to a metric ton (1,000 kilograms); their needs are personally attended to by the ship's stewards. Both the food and the quarters are fancier than those provided for middle passengers.

Passages can be bought at any starport. Governments, corporations, and other organizations frequently dispense low, middle, and high passages to retiring or resigning individuals. Also, membership in the Travellers' Aid Society — available for Cr1,000,000 and an entrance recommendation — provides another regular source of "free" passages. (Contrary to a popular misconception, membership does not confer free rooms in TAS hotels.)

For individuals trained in starflight procedures, working passage is an additional alternative. Such individuals can bring along 1,000 kilograms of personal effects, but must work as members of the ship's crew without pay. Occasionally even unskilled individuals can sign on as stewards or cargo handlers if the labor market is tight. Common operating custom demands that individuals enjoying working passage for more than three jumps be hired as full, salaried crew members.

OTHER OPTIONS

For those with special needs precluding regular passage, a variety of other travel options present themselves. For instance, starships can be chartered in two-week blocks of time, with exact rates depending on a given vessel's cargo- and passenger-carrying capacity.

Wealthy characters may purchase a used ship or have a new one designed and built. Used ships are primarily merchant craft of widely varying age and condition, although surplus scouts, couriers, and — rarely — disarmed military vessels may be sold as well.

Not-so-wealthy characters might initiate purchase of a ship, but then skip out on the subsequent payments. Actions such as this will earn characters the attention of repossessors and law enforcers, but the mere size of inhabited space makes escape a fair possibility. A more honest alternative is to keep the ship hard at work on merchant runs until the loan is paid off.

Many government agencies, such as the Scout Service, make ships available to former employees. Characters can obtain such ships through normal character generation procedures, or they may strike up deals with starship-endowed non-player characters in the course of the game.

Along similar lines, various organizations may lend ships to individuals to assist their performance of an important mission. Characters hired to explore a backwater world might be granted the use of a small survey ship for the duration of their employment, for example. Often, ships obtained in this manner are in better condition than those offered for sale.

Enlistment is always possible with pirates or criminal syndicates, although this option is unscrupulous and risky at best. Not only is involvement in such schemes highly illegal, but one's associates are rarely trustworthy. Nevertheless, piracy does extend a promise of gaining a starship, even if by illicit means.

A more honorable pirating method in the shattered Imperium (and a growing trend, incidentally) is privateering. With a Letter of Marque, a pirating band garners the legal support of the faction issuing them the letter, which may include the donation of large (although obsolete) warships. In exchange for such support, the pirating band agrees to plunder and raid only enemy factions. This legal tactic was much used by the 16th-century governments of pre-space Terra .

Salvage opportunities may present themselves in the course of the game. Human-built vessels — or even alien derelicts — may be found in dire situations, with ownership rights awaiting the first souls to safely lay their claim.

Finally, especially dangerous or difficult jobs may be offered to the characters, with a starship designated as payment. Perhaps they need a given type of ship to complete the mission, which their employer will allow them to keep in return for successful resolution of the task at hand.

IN SUMMARY

Obviously, the range of travel possibilities are vast, even for those without their own starship. Clever use of skills and cash can get characters anywhere they want to go, assuming a little knowledge and forethought on the part of the players.

As easy as that may sound, an enormous number of other factors can affect interstellar travel. The current Rebellion and widespread interstellar factionalism hamper long-distance movement. A faction government might declare certain star systems hazardous or off-limits. Catastrophic events may impel local populations to emigrate *en masse* to other worlds, causing a rush on passenger vessels currently in port.

Thus, in these war-torn times of the Imperial Rebellion, travel has become an exciting and sometimes life-threatening experience. In spite of these dangers, travel to new destinations — set against the vast backdrop of the galaxy — is more rewarding than ever.•

1990 SIGMA AWARDS BALLOT

Any game or game-related product released or produced in the calendar year 1989 is eligible for the SIGMA Awards. Any interested gamer may vote in the SIGMA Awards using this ballot or any reasonable facsimile. Only one ballot per person. Ballots are not valid unless they are signed and include a verifiable name and address. You may vote for up to three products in each category. If a second round of voting is required, anyone who voted in the first ballot will receive a final ballot. A final selection of a winner and a 'Honorable Mention' will be made in each category. Please send all ballots to the address provided below by August 1st, 1990.

BEST ROLE-PLAYING GAME

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BEST RPG AID/SUPPLEMENT

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BEST STRATEGY GAME

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BEST STRATEGY GAME AID

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BEST MINIATURE FIGURE

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BEST COMPUTER GAME

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BEST PLAY-BY-MAIL GAME

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SIGMA AWARDS 1989

Society of Independent Game Manufacturers

Best Role-Playing Game
GURPS: Space
Steve Jackson Games

Best RPG Aid / Supplement
Cyclopedia Talislanta
Bard Games

Best Strategy Game
Sky Galleons of Mars
Game Designer's Workshop

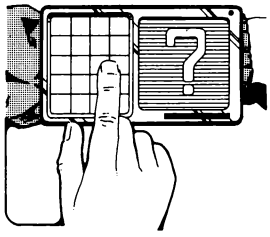
Best Strategy Game Aid
Psychotic Settings
Ragnarok Enterprises

Best Miniature Figure
Aztec Army
Ral Partha Enterprises

Best Computer Game
Pool of Radiance
Strategic Simulations

Best Play-by-Mail Game
Kings & Things
Andon Games

Best Periodical
White Wolf Magazine
White Wolf Publishing



Traveller Q&A

OFFICIAL ANSWERS TO YOUR QUESTIONS

Would it be possible to mount gravplates on the inside hull of a vessel so they point into the ship, and turn them up to 1 gee, thus eliminating all the mass of the vessel? This is what inertial compensators do, isn't it? If this can be done, you could go faster than the speed of light with maneuver drives, since the light barrier's main limit is the increase in mass as you approach it. And, if you can go faster than the speed of light, you could go back in time, making time travel possible in Traveller. Wouldn't this work?—D.K.

Your question really covers two topics: how does artificial gravity in **Traveller** work its magic, and what about time travel in **Traveller**?

First, let's look at how artificial gravity devices work in Traveller. No one really knows, of course, but we do have some guidelines within which we operate when writing about artificial gravity devices. Essentially, these guidelines are:

Artificial gravity in Traveller is not anti-gravity. It is not a true gravitational force, but it can simulate gravity's effects at the sub-atomic level. It somehow leverages an object's natural gravity into either a pushing or pulling force.

Artificial gravity has a limited range. This means artificial gravity is more field energy than radiating energy. Within its range, however, artificial gravity can be focused in a manner similar to light.

Prolonged artificial gravity fields over 6 gees are difficult to produce. Thus, a field greater than 6 gees is nearly impossible to maintain for extended periods of time.

Early artificial gravity fields (TL9 to early TL10) have annoying side effects. These side effects manifest themselves most visibly on electrical and metallic devices. Electrical devices tend to behave erratically or cease to function altogether. Devices with a high metal content act as if they were in a fluctuating magnetic field, and dance all about. (Think of the movie *Close Encounters of the Third Kind).* By mid to late tech level 10, these side effects disappear.

Inertial compensators compensate for inertia, they do not nullify it. Inertial compensators do not prevent inertia from happening.

In short, artificial gravity does not nullify an object's mass. It does its work by altering the gravity fields that act upon an object. Thus, eliminating an object's mass is not possible according to **Traveller** technology concepts. If you check prior **Traveller** references, I think you will find this is consistent with what has been stated about the limitations of artificial gravity devices.

Nothing prevents you from saying that in your version of **Traveller** grav modules do nullify mass — but then you are playing a **Traveller** variant according to the official stand.

To address your other question — time travel in **Traveller** — we believe that to introduce full-fledged time travel into **Traveller** would upset the balance of the game and alter its focus away from the game's primary subject: space travel in the far future. If anybody had time travel ability, surely it would be Grandfather at his tech level 35+. Yet he doesn't have it. We know that, because if he did have time travel, why didn't he just go back and kill all his children at their birth so he wouldn't have to fool with them and have that messy Final War?

In essence, we feel that to put the freedom of time travel into **Traveller** makes it a different game entirely. — *Joe D. Fugate Sr.*

What is the proper way to compute the seismic stress factor if the subject world is a satellite of a gas giant? The giant isn't ignored, is it? How would other satellites be treated since they don't exactly orbit the subject world?—P.D.

Ordinarily, you can ignore the effects of the gas giant or any of its moons, and concentrate on computing the seismic stress factor for just the world-moon in question. Thus, the only outside body effects you need to worry about are those from the central star.

Why can you generally ignore the effects of the gas giant? Gas giants have a low density for their size, which drastically limits their seismic effects to just a few diameters out.

How about the effects of the other moons in the gas giant's moon system? Because of the typically great distances between moons orbiting a gas giant, moons in neighboring orbits rarely have an effect.

The bottom line is, the simpler approach of just ignoring the gas giant and the other moons is correct often enough that the extra complication isn't called for. For those who are purists, you can include the gas giant and the neighboring moons in the stress computations, at the expense of extra complication. For those who care, here are the additional considerations you need to make, along with an example.

As our example, let's use the famous **Traveller** world, Regina, since it is a gas giant moon. The moon system of Regina's gas giant, Assiniboia, looks like this:

Assiniboia: Large GG UWP size: 150 (240,000km)
Density: 0.27
Moons . . .
Orbit 3: Redes UWP size: 5
Orbit 6: Printemps UWP size: 2
Orbit 7: Brumaire UWP size: 5
Orbit 30: Harcourt UWP size: 4
Orbit 55: Regina UWP size: 7 (11,200km)

When considering the seismic effects of a very large body like a gas giant, the body's density should also come into play. So the revised formula for M, when M is a gas giant instead of a star, is:

M = (D x K) / (N x V x 64)

where:

M = seismic effects of the central gas giant
D = diameter of the gas giant in km
K = density of the gas giant
N = orbit number of world-moon in question
V = orbit conversion factor, computed as:
gas giant km diameter / world-moon km diameter

(This gives us the distance to the gas giant in diameters of the world-moon, rather than in diameters of the gas giant.)

Doing the computation for Regina:

(240,000 x 0.27) / (55 x (240,000/11,200) x 64) =
64,800 / 75,434 = 0.86

The result is less than one, so we ignore it. Assiniboia effectively has no seismic effect on Regina.

What about the nearest moon, Harcourt? Using the formula above, and ignoring density of Harcourt (make K=1), using the km diameter of Harcourt (D=6,400), and finding the *difference* between the two orbit numbers (the distance of Harcourt from Regina at its closest approach, which is N: 55-30, or N=25), we get:

(6,400 x 1) / (25 x (240,000/11,200) x 64) =
6,400 / 34,288 = 0.19 or 0

The result is far short of 1, so again we ignore it. If the closest moon has no effect, none of the other moons will have any effect either.

As you can see, neither Assiniboia nor any of its moons has any significant effect on Regina's seismic stress factor computation.

However, what about Assiniboia's effect on Redes, the closest moon? Here's the computation:

(240,000 x 0.27) / (3 x (240,000/8,000) x 64) =
64,800 / 5,760 =11

Yes! Assiniboia has a definite effect on the seismic stress factor for Redes!

For the other moons:

Printemps . . .
(240,000 x 0.27) / (6 x (240,000/3,200) x 64) =
64,800 / 28,800 = 2

Brumaire . . .
(240,000 x 0.27) / (7 x (240,000/8,000) x 64) =
64,800 / 13,440 = 5

Harcourt . . .
(240,000 x 0.27) / (30 x (240,000/6,400) x 64) =
64,800 / 72,000 = 0.9, or 0

Notice that from the closest moon in orbit 3, the effect of Assiniboia on the seismic stress computations drops off fairly quickly. Also notice that larger moons are affected more by Assiniboia than smaller moons (compare Printemps at size 2 and orbit 6 to Brumaire at size 5 orbit 7).

Hope this helps. — *Joe D. Fugate Sr.*

In the Referee's Manual on page 60 it says "Dual occupancy staterooms are computed at MCr0.25 and two tons per person." Then on page 82, on the Extended Accommodations table, it lists:

Small Stateroom	**27.0kl**	**(2tons)**	**Cr 40,000**	**(MCr0.04)**
Stateroom	**54.0kl**	**(4tons)**	**Cr 400,000**	**(MCr0.4)**

It appears that the cost shown for a small stateroom is wrong. Should it be MCr0.2 or MCr0.25? — M. M.

I have a guideline that I follow whenever two different areas in the rules are in conflict: the one that will be used the most is right. When designing craft, gamers are going to use the tables, not the text. In fact, just to avoid such problems in the future, we avoid putting in dual references. With dual references, chances are one of them will get changed and the other one won't — which is probably what happened here.

I have always envisioned the small stateroom as given in the accommodations table as a "bare-bones" accommodation for one person — little more than a bed and a fresher. The "full" stateroom is a more deluxe accommodation, with a mini-kitchen, mini-lounge (table and nice couch or chairs), and so on. Thus, the significant price difference. Notice that a half-stateroom *does not* equal a small stateroom. The two are different, which is intentional.

When allocating staterooms to a design, I have always mixed and matched the two stateroom types to get whatever level of accommodation luxury I was after. For instance, let's say I have three individuals I need to accommodate. I could pick any combination of the following to "house" them in my craft (from least expensive to most expensive):

- 1.5 small staterooms (double occ):
  uses 42kl and costs Cr60,000
- 3 small staterooms:
  uses 81kl and costs Cr120,000
- 1 small stateroom and 1 stateroom (double occ):
  uses 81kl and costs Cr440,000
- 1.5 staterooms (double occ):
  uses 81kl and costs Cr600,000
- 3 staterooms:
  uses 192kl and costs Cr1,200,000

I start out with the last option, under the assumption that if an individual is going to be cooped up in a starship for an entire week, he might as well make the best of it.

If I run into problems with the full stateroom approach, I next consider double occupancy for the low-ranking crew members, which usually takes care of the problem. If I'm really on a low budget, I may consider a small stateroom, but two small staterooms take 0.001 Mw more power than one full stateroom with double occupancy. As a last resort, double occupancy in a small stateroom will solve the problem for crew members (I just assume the two crew members will work on different shifts).

Originally, a full stateroom in *High Guard* cost Cr500,000, and half a stateroom cost Cr250,000. Remember, that original *High Guard* did not include any life-support hardware as part of the design system. Factoring the life-support costs out of the stateroom costs when we did **MegaTraveller** resulted in a revised stateroom cost of about Cr400,000 for a 54 kiloliter stateroom.

The small stateroom actually comes from the *High Guard* "small craft" stateroom, which cost Cr50,000 in those rules. The same life-support reasoning applies to the price of this accommodation.

In summary, mix and match staterooms, half-staterooms, small staterooms, or half-small staterooms however you like to fit the needs and budget of your craft. And just ignore the inconsistent text reference to stateroom prices on page 60 of the referee's manual. Use the tables exclusively.
— *Joe D. Fugate Sr.*

Do high-tech control systems confer any benefits in starship combat? Shouldn't holodynamic controls be more responsive than, say, computer linked systems? — B. B.

You have a good point. Advanced control systems — especially the dynamic, reconfigurable ones available at tech level 10 and beyond — do help starship crewmen to respond quickly in emergencies. There are two main reasons for this.

First, computer technology takes a large burden off individual crewmen. The first computer linked controls are introduced at tech level 8, available even before the first prototype jump drives. As technology advances toward the upper limits of Imperial know-how, computer speed and processing power increase dramatically.

Thus, at higher tech levels, when dynamically reconfigurable controls become commonplace, computers do most of the actual piloting, navigating, or targeting. A console operator is freed from the overwhelming details and allowed to make the creative strategic decisions.

For instance, a pilot may want to move his ship from point A to point B. At low tech levels, he has to plot the entire course himself; at higher tech levels, he just needs to tell the computer where he wants to go. Naturally, crewmen in the latter situation have a notable advantage in starship combat.

Second, the fact that high-tech controls are dynamic and reconfigurable makes a substantial difference. Would your driving skills increase if you could rearrange your car's dashboard to suit yourself? Maybe so, maybe not. But think of a complicated airplane cockpit or the control systems for NASA's Space Shuttle, and then ask yourself the question again.

Obviously, being able to lay controls out as desired greatly helps a spacer. (For a detailed treatment of reconfigurable control systems, see the "Old Timer" section on pages 6 and 7 of DGP's *Starship Operator's Manual, Volume 1.)*

With these factors in mind, the answer to your question is a clear "yes." High-tech controls are more responsive, and they should confer an advantage in starship combat. Originally, we didn't provide for any difference in the **Mega-Traveller** rules. Enough people have asked us this question that we feel it is time to do something about it. How, then, can we implement this difference in the rules?

The easiest way is to modify Step 2 of the starship combat procedure (see *MegaTraveller Referee's Manual,* page 91). The basic rules state: "At the beginning of each combat round, the side with the largest tactical point pool gets to select which side goes first." Reasonably, ships with advanced controls will respond faster than ships with more primitive systems, all other factors being equal.

Thus, modify the tactical point pools of each side according to the following table, once for each unit:

TL	*Control Type*	*DM*
8	electronic linked	–2
9	computer linked	–1
10	dynamic linked	0
13	holodynamic linked	+1

Example: Two TL 15 fighters engage a TL 9 cruiser in combat. The fighters have holodynamic controls; their pilots each have Ship Tactics-1. The cruiser has computer linked controls; its captain has Ship Tactics-3.

The fighters have a combined tactical point pool of 4 — one point for each of the two pilots' Ship Tactics skill, and one point for each fighter's holodynamic controls. The cruiser has a tactical point pool of 2 — three points for the captain's Ship Tactics skill, minus a point for the ship's computer linked controls.

Because he has a larger tactical point pool, the player controlling the fighters gets to decide whether his units take action first or last. — *James Holden*

In starship combat, the side with the largest tactical point pool gets to decide which side moves first. What if both sides have equal tactical point pools?—A. B.

A variety of factors play a part in matters of combat initiative. Situations like these are best handled on a case-by-case basis, with the referee deciding which factors are most important. Some possibilities are listed below:

Agility: Agile vessels can "turn on a dime," so to speak. They can quickly maneuver to take advantage of situations less agile craft might have to forgo. Like trucks that make wide right turns, less agile ships have to take the long way around. In the meantime, agile vessels can cut corners and take the initiative.

Number of ships: When a single ship goes up against two or more opposing vessels, the single ship sometimes has an advantage. The side with multiple craft may take time to coordinate its actions; this time can be exploited by the single opposing ship.

Pilot skill: Skilled pilots typically have greater experience; they know the proper action to take in a wide variety of circumstances. Less skilled pilots often have to take a little time to decide what to do. On the twenty-minutes-per-turn scale of starship combat, the effects of an indecisive pilot can still be significant.

As always, use common sense when interpreting the rulebook and the guidelines above. If all else fails, flip a coin or roll a die. — *James Holden*

FOR YOUR INFORMATION

Some library data of the Corridor Sector from issue 3 which were not reprinted in *The Early Adventures* are reproduced below.

Rill/Atu'l (1923 E889662-4): This warm, moist world supports estates of wealthy Imperials as well as a sizeable colony of chirpers (degenerate Droyne). The tech level listed refers to the Imperial estates. The planet's isolated location (jump-5 is required to reach Rill) means only official vessels ever call there.

Shurgi Main: The Shurgi Main is a branch of the Vland Main, and was settled early in the First Imperium. The Corridor Sector was first entered at the world Sharkhagu (Corridor 3235) by ships of the Sharurshid Merchant Company out of Sakin (Vland 0135). Sharkhagu, only one jump away, strongly resembled Sakin and the colony there has maintained close relations with the mother planet throughout its history — it never requested independence and remains a Sakin colony to this day.

At Cafad (Corridor 3135), a low-tech human minor race was discovered. The Vilani efforts to integrate the Cafad humans into their Grand Imperium progressed slowly. The world relapsed into barbarism at the onset of the Long Night. After centuries of contact with the Third Imperium, Cafad has only now started to re-embrace technology.

Igudi (Corridor 2836) discarded most technology during the Long Night. Its climate is quite hospitable and the inhabitants grew to prefer an essentially pastoral existence. Certain native animals have been domesticated for food and wool. The populace has shown very little inclination to technological advancement since contact with the Third Imperium in 68. Interstellar merchants visit only occasionally.

Palama (Corridor 3240) was only recently colonized because its resources were not detected until the TL15 density survey. Its dense tainted atmosphere made it unattractive to ordinary colonists before this time.

The Shurgi Main is commercially and psychologically part of the Imperial Core, in the Vilani cultural area.

In Defense of the Solomani

THE REBEL REPORTER
—by Andrew Lloyd, Peter Celella, and James Holden

In these troubled times, many Imperial citizens perceive the Solomani as militant, morally bereft racists. This is far from the truth. While the basis of Solomani supremacy doctrine — the Cause — is certainly open to debate, the Solomani people themselves are far from the villains often pictured by the popular media.

Perhaps no better spokesman for the majority of Solomani could be found than the Chairman of the Confederation's High Council, Desmond Trinoch. I was privileged to interview Chairman Trinoch in mid-1120, as the Councilor accompanied Solomani forces retaking Terra. Mr. Trinoch proved a modest, amiable host; he answered my questions with warmth and conviction.

Q. *Chairman Trinoch, what do you feel were the underlying causes of Dulinor's action four years ago?*

A. I will not say Dulinor's murderous fit was justified. I will say, however, that on Capital there was a complete lack of leadership. Strephon was the biggest playboy ever to sit on the Imperial Throne — this much is obvious. Dulinor claims Strephon should have abdicated in his favor or given him autonomous control of his Domain. This was a straightforward, if tremendous, request.

However, whether Strephon should or should not have stepped down is not at issue. The issue at hand is the fact that Strephon would not or could not make a decision. His stepping down would have caused tremendous problems, to be sure; Dulinor is far, far too much the liberal ever to be elected by the Moot.

However, if Strephon had simply made a decision, any decision, Dulinor might have been satisfied, and the billions who have already died in this conflict would yet be alive. The unfortunate fact is that Strephon probably never heard and certainly never listened to Dulinor's requests. Impatient and frustrated, Dulinor murdered three of his fellow humans... and an Aslan, as well.

Q. *So the Rebellion is Strephon's fault?*

A. By no means, by no means at all. The Rebellion is the Imperium's fault. I believe the empire could have survived a localized rebellion. But the speed of the conflict's factionalization forces us to recognize a basic flaw in Imperial government: the Throne never demanded any allegiance in and of itself. The Alkhalikoi Dynasty lasted for five hundred years simply because most members of the family commanded respect.

You cannot run a monarchy — or any government for that matter — if the person who holds office is more important than the office itself. Therefore, when the archdukes saw a man on the throne whom they did not trust, they bolted like a herd of spooked horses. In doing so, they withdrew the very support that potentially could have held the flawed Imperium together.

Q. *How do you feel about Imperial treatment of the Solomani people?*

A. Let me give a historical example. When we were citizens of the Solomani Autonomous Region, we pledged our allegiance to the Iridium Throne and served the Throne's interests more loyally than any other region.

When even this fell short of the Throne's expectations, the Imperium tried to commit genocide against the Solomani people. At least ten billion innocent civilians were killed in that war! Ten billion! And we were loyal subjects!

And now, after being humiliated for a hundred years, we move to reclaim our precious Earth, and Imperial dispatches make us the aggressors. The Imperium is no longer worthy of our trust, and we can no longer respect any claims to its dominion.

Q. *Why have Confederation forces advanced into the occupied territories?*

A. Today, after reclaiming our homeworld, we move not to pillage the Imperium but to protect it. The Third Imperium will never come back together as it once was; to deny that is to play the fool. As a human, it is my duty and my instinct to protect my fellow humans from such chaos, lest some subhuman race beat them into submission.

The citizens of the Old Expanses accepted the fact that the Imperium cannot survive without our help, and they joined us. Duke Craig of Daibei is even now reconsidering his position toward us. I repeat that our cause is merely to protect humans from such chaos.

If the Imperial nobles were interested in their sworn duty — to serve the Throne — they would stop treating Capital as a scrap of meat to be fought over. Instead, they would recognize what it symbolizes: a sacred trust not to be entered into lightly. Because the Imperial nobility won't protect its citizens, I must. And that is why my forces continue to advance into Imperial space.

Q. *Mr. Chairman, what is your opinion of the actions of the Vargr against the coreward front?*

A. Their actions trouble me. But I assure you, they trouble me less than do the actions inside the Imperium.

Q. *Why?*

A. I expect such behavior from Vargr untamed by the society of mankind.

Q. *Then I gather you consider Vargr, like Archduke Brzk, unfit to rule over men? Could you clarify your position on this point?*

A. Certainly. Consider this: you are on a street corner, and there are two children — a human toddler and a Vargr pup — chasing after a ball rolling in the street. A passing vehicle threatens to run both over. You can save one, but not both. Which would you save?

Q. *The human, naturally.*

A. Exactly. You are a human; you cannot be anything else. Naturally, you save the human child because it is closer to you. You empathize with it.

For the same reason, human space must be controlled by humans. If Antares's citizens were mostly Vargr, then Brzk would make a fine leader. But such a case does not exist. Undoubtedly, Brzk has sacrificed a greater number of humans to save a lesser number of Vargr, not because he is evil, mind you, but simply because he cannot choose otherwise. This situation will repeat itself until a human rules Brzk's domain. Human lives cannot be entrusted to aliens, because aliens cannot treat humans as equals.

Q. *An interesting view. What then do you see in store for the future of the Third Imperium?*

A. It depends greatly on the moderate elements and whether or not they can unite in a common front to take the throne by force, holding it as a regency. If this occurs, even surviving, separatist elements can be allowed to hold autonomous districts until the regency can bring favorable terms of admission.

The second possibility, and the more likely, is that an outside force could restore order. Only three external political bodies can do that. These are the Aslan, the humans of the Julian Protectorate, and the Solomani. The Aslan, by their alien nature, are an untenable choice. Similarly, the Julians have allied with a leader who fails to value his human constituency. In contrast, we Solomani have the best interests of humaniti — and consequently, all sophonts — in mind.

Q. *What should prompt those who do not understand the Solomani Cause — and are thus suspicious of it — to accept your remarks in good faith?*

A. Do you think I enjoy sending children and parents, spouses and siblings, to their deaths? I know millions have died; millions more will! In fact, I received word just three weeks ago that my oldest grandson was killed while fighting for the greater good of all.

I am justifiably pained, perhaps to the point where I could care little about the political solvency of the Third Imperium. But there are trillions of my human brothers and sisters hoping against hope that someone will restore order to their shattered lives. And they can depend only on us to bring that order.

Q. *What would you like to say to your primary critics, Dulinor and Lucan?*

A. There is a story from the Holy Bible of old Terra that I feel is relevant. Two women each laid claim to a single baby. Unable to resolve their differences, they took the issue to their king, a man named Solomon. King Solomon, wise and clever, said that he would cut the child in half. One woman agreed to Solomon's solution; the second, however, refused and gave the child to the other woman. King Solomon realized, of course, that the woman who would not allow the baby to be butchered was the real mother; he awarded her custody of the child.

This is, of course, exactly what all these claimants have done. None have risen and said, "This Imperium is my love; I shall not rule if it will save the Imperium." Rather, all — in their greed — have allowed the Imperium, their child, to be murdered. No man or woman who would commit such a crime is worthy to lead any other.

Q. *Are there any closing remarks you would like to give our audience to strengthen their faith in your promise of a new human order?*

A. In only four years, we have seen a government entrusted with over ten trillion human lives falter in its responsibility to its people. Because that government has failed, billions have died, and more death is inevitable. But soon the death will pass, and a new order will be ours. We must pay with blood, sweat, and tears, but I know we shall triumph.

Obviously, Chairman Trinoch subscribes to the mainstream views of the Solomani Movement. Some would call his stand prejudiced, yet he speaks with an altruistic bent. Although many may question his ideals, his morals cannot be faulted. He perceives the world differently from the way the average Imperial citizen does, yet within the confines of that worldview his intentions are noble.

The argument can be made that Chairman Trinoch is only a single individual, however, and while he may speak for the majority of Solomani, he does not speak for them all. To be sure, there are radicals within the Party membership, but there are an equal number of liberals, as well. Their views are rarely considered.

Let's look back to the beginning of 1117, when Chairman Trinoch called a special session of the Confederation Secretariat to secretly announce Strephon's assassination. The following excerpts of that session have since been made public. Especially note the final address, given by Minister of Economics Joshua Dahvin.

Secretary General and High Council Chairman Desmond Trinoch:

"Delegates, as some of you may have already heard, momentous events have occurred in the Third Imperium. Emperor Strephon has been assassinated by a rival claimant, and his realm is afflicted with rebellion and civil war. Now, at long last, we have the opportunity to liberate our brethren worlds stolen in the last war.

"My office, in conjunction with the staffs of the General of the Massed Solomani Armies, the Grand Admiral of the Solomani Fleets, and the SolSec Coordinator, have formulated a plan of military action. At this very moment, our commanders are opening sealed orders with instructions for a thrust over the armistice border in an attempt to regain our former territories and Terra, our motherworld.

"I know there are those among you who in the past have advocated a non-hostile stance with the Imperium. You have argued that the fragile peace maintained for the last century is beneficial to your trade and commerce. Forgetting the larger concerns, you have become complacent in the status quo.

"But remember, the peace of the last 115 years is just an illusion. When the Confederation was formed and we proclaimed our intentions of establishing a free and independent Solomani state, did the Imperium leave us in peace? No! With no justification or right to interfere in our private affairs, they invaded us, devastated our worlds, and forced an alien government on our homeworld. To this day, the Imperium refuses to recognize the Confederation, and its soldiers would certainly attempt to complete their conquest if it was within their means.

"If anyone needs moral justification to support the reconquest of the Solomani Sphere, compare our government to that which our captive brethren are forced to endure. The Imperial citizen has no voice in choosing his rulers on an interstellar scale. Instead, he is governed by a hereditary caste of aristocrats, who are not required to answer to the populations under their authority. Diversity is discouraged; society is consequently stagnant.

"In our Confederation, worlds and member-states choose their representatives by means they themselves deem appropriate. You, the delegates to the Secretariat, are the voice of the people and the true authority in our government.

"And so, I implore this august assembly to put aside petty factionalisms and rivalries and to rally to the patriotic cause of regaining our homelands. The present opportunity may never occur again. Let us strike while fortune yet smiles! Vote now, to ratify the military actions that the High Council has already set in motion."

SolSec Coordinator Enos Seyvarine:

"My Solomani brothers and sisters, I could not agree more heartily with the words of the Chairman Trinoch. In the past, we have had our disagreements, but he is correct in his assessment of the present situation. Our operatives have been active on the Imperium's illegally held worlds, and they report that the Imperial forces are in a state of confusion.

"Our agents are presently assisting captive Solomani in uprisings made behind Imperial lines. The governments-in-exile are being secretly returned to their homeworlds to reassume the reins of government. Our intelligence information indicates inevitable success in the achievement of our immediate goals.

"But in addition, let us remain vigilant to the long-term goal of the Solomani Cause. We are not some derivative race, a motley collection of impure half-breeds, but rather the true humans. By our abilities, we have demonstrated time and again the right to rule all of charted space. In this, we must follow the example of our ancestors who founded the Rule of Man.

"With that in mind, let us therefore steel ourselves for the forthcoming trials and express our willingness to endure the sufferings that will be required to restore Solomani rule to all of human space.

"For those dissenters among you who protest the actions of SolSec, you must learn to see beyond the weaknesses of your vision. You complain of intrusion into the private lives of the citizenry and interference in the affairs of local governments. SolSec would not find it necessary to resort to these measures if all in the Sphere could put aside their differences and unite in the Cause that will return us the stars.

"Thus, we must sally forth as one people, never tiring in our efforts, fighting until we bring the Imperium to its knees and claim the Iridium Throne for our own."

Minister of Economics Joshua Dahvin:

"I, too, rejoice at the news of the Imperium's difficulties. However, I feel it is prudent at this time to mention the difficulties with which our own Confederation is wrestling.

"The peoples of the Solomani Sphere are culturally diverse and fiercely independent. Historically, that has been our greatest strength. The Confederation was founded as a loose alliance of member states for the mutual benefits of trade and defense.

"Issues of concern to all our members have been debated and resolved by this present body, but the most important priority has been — in theory, at least — the preservation of the autonomy of any member state. The Charter of Confederation guarantees the right of any people to choose their own form of government. That right is what most importantly sets our government apart from that of the Imperium.

"Yet, in the time since the end of the War for Solomani Liberty, there have been some in the Confederation who would violate this sacred right. They claim it is done in order to maintain a vigilant defense, or to ensure racial purity. They say that an efficient government requires more centralization.

"On numerous occasions, such attitudes have resulted in Confederation troops firing at Solomani citizens in order to force compliance with government directives. What has become of us, that free citizens now have watchdogs set upon them?

"Yes, there is a price to be paid when a government allows political diversity to flourish. The Assembly Hall of the Secretariat has echoed with the debates and feuds of many factions and coalitions, both pro- and anti-Imperial, expansionist and isolationist. Centrists have argued with those favoring states' rights; industrialists have opposed environmentalists.

"True, this state of affairs often makes it difficult to achieve consensus. Nevertheless, this very range of political convictions gives us the ability to approach our problems from many different points of view. It gives us, in a word, flexibility.

"Since the end of the last war with the Imperium, however, the government has insisted on absolute adherence to one principle — the cause of Solomani superiority. Whenever it has perceived noncompliance with this principle, the government has violated local autonomy and individual rights. It has sacrificed our most sacred principles to a bigoted set of values glorifying power-seeking above all else.

"I will not debate here the demonstrations of Solomani superiority. For a fact, many of our accomplishments lend strength to this concept. But if we are to rule, it must not be by precedent but by merit. A competent government does not ignore the rights of its citizens, nor does it deny sophonts the chance for a meaningful existence.

"How important is it really to accomplish the conquest of the Imperium? The worlds of the Sphere must be returned to our fold — that much is certain — but what care have we for the non-Solomani worlds beyond? Is not the foremost issue our own independence? The cause of Solomani liberty, not superiority, is the true purpose of the Confederation. And that liberty demands that we offer an example to all of human space, allowing free participation to all sophonts within our borders.

"Yes, I know many of you think my words are radical. But I do not speak for myself alone. The next time you return to your homeworlds, listen to the voices of the people you represent. Their protests and demonstrations call for reform. They demand a return to the old principles in the Charter for Confederation, and a reversal of the tyranny to which we have gradually succumbed. Their voices — the voices of the Solomani race — cannot be ignored for long.

"In conclusion, I give my support to this assault on the Imperium. At the same time, however, I implore you not to forget the need for changes within the borders of our own

space. We must build a greater society for the Solomani people, both proud and independent, and for all other like-minded sophonts."

Minister Dahvin's remarks give proof of new currents flowing within the Solomani Party. Although mostly greeted with hisses and catcalls, his address met with subdued approval from a sizable minority of Secretariat members. Considering SolSec's growing power in recent years, the delegates' low-key response was hardly surprising. (Dahvin himself was nearly assassinated late in 1117.)

Since that time, though, the Reform Movement has grown in power and prominence. Many voices, previously unheard, have come out in open support of change following Minister Dahvin's lead. Many Imperial analysts see this as a positive step toward racial tolerance within the Confederation. Others fear the Confederation may collapse, as the Reform Movement weakens the totalitarian control of the central government.

Whatever the Reform Movement's end result, one thing is clear: the Solomani are not a monolithic bloc of amoral racists. As with all peoples, they have their heroes and villains, their triumphs and downfalls, all in equal measure.

—Hiram Trenchard, 285-1120, Muan Gwi/Vega

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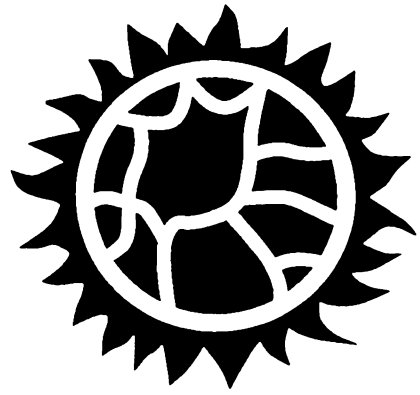

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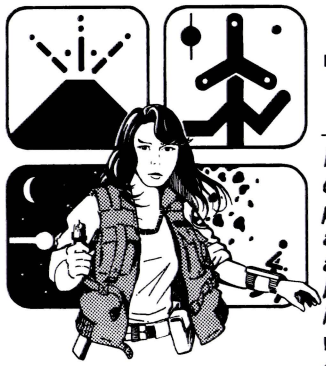


Random Nuggets

Bits of Adventure

In this issue we introduce a new column. "Random Nuggets" will provide small incidents, patrons, and situations which can be added to an ongoing campaign. Referees may wish to use these ideas when characters "go the wrong direction" in an adventure, or introduce them solely for color. They may also spark ideas for stand-alone adventures. Happy Travelling!

A Portfolio of Patrons for Intelligence Jobs in the Solomani Rim
— by Charles E. Gannon

These operations are designed for Imperial PCs in opposition to the Solomani Confederation. Character payment/reward has not been indicated; the referee should feel free to assign whatever will promote a balanced campaign.

PATRON: Financier
REQUIRED SKILLS: Computer, Recon
REQUIRED EQUIPMENT: None.

Scene: A major representative of a multi-system bank has a problem. A senior liaison officer from a competitor firm across the new Solomani border seems to be getting inside information regarding the multi-system bank's cash position. This has been allowing the rival institution to undercut the bank when it is in an extended position — a fact that should be known only by the bank itself. The representative needs to have the competitor's liaison followed and investigated; how is he getting this information?

Action: There are three possible variants to this scenario:

1) The rival bank's senior liaison is observed with an accountant from the multi-system bank on several occasions. The liaison has some incriminating evidence against the accountant, indicating embezzlement, and is blackmailing him for the confidential bank data.

2) The characters' investigation is part of an elaborate hoax to make the liaison think he's getting authentic data from the accountant (who is guilty of nothing). The patron has correctly guessed that the liaison will notice the characters' investigation and take this as proof that his data are genuine. However, he may also feel that it is necessary to throw the characters off the track or even take steps to eliminate them, in order to protect his valuable source of information.

3) The rival bank's liaison is actually an officer with Solomani Security. Under the guise of acquiring confidential financial data, he's actually receiving coded reports from another Solomani intelligence operative inside the bank. The accountant is simply an unwitting courier. The intelligence has to do with productivity of various mining and manufacturing operations involved in the anti-Solomani war effort. If the liaison discovers that he is being investigated, he will try to kill the characters by any means available. The patron has no idea of any of this; his bank's recent reverses are largely coincidental.

PATRON: Army Officer
REQUIRED SKILLS: Weapons, Recon, Tactics, Stealth
REQUIRED EQUIPMENT: None

Scene: Army Intelligence Colonel Aris Alouette wants to hire the characters to protect him. It seems that the Solomani have sent a "sanctioner" (professional assassin) to the subsector, whose mission is to liquidate as many high-ranking Imperial Army Intelligence officers as possible. Alouette wants the group to work as a plain-clothes counter-strike team, keeping an eye out for this sanctioner and hitting him first. The colonel will provide the necessary equipment.

Action: There are two possible variations to this scenario:

1) Everything is as presented. The sanctioner is very skilled, and will notice the group's presence. He will try to decoy them out of position before attacking the colonel.

2) There's one little inaccuracy in the Colonel's story. The assassin is an Imperial, sent by the colonel and certain other officers on a suicide mission. The sanctioner managed to survive, and now he wants revenge on those who set him up to die. He may be half-mad, or coldly sane. He may delight in picking off the group one by one before striking at the colonel, or he may try to warn them off, since he has no quarrel with them.

PATRON: Spy
REQUIRED SKILLS: Pilot, Nav, Recon, Sensor Ops
REQUIRED EQUIPMENT: Starship (any kind)

Scene: The characters are approached by an intelligence official who has need of their services. Specifically, he wants to hire a team of people to visit about half a dozen nearby Solomani starports to find out what new facilities are being built there, especially those with potential military uses. The characters must travel undercover, posing as a speculative cargo inventory team, surveying local market conditions for a large trade company. While they carry out their cover tasks, they can look around with special sensor gear provided by the intelligence official.

Action: There are two variants to this scenario:

1) Everything is as presented. The characters find that military security is tightest at two starbases, where — if they're lucky and a little daring — they can find that new underground storage facilities for missiles are being built.

2) As above, but what the characters are really doing — without knowing it — is collecting coded information for the intelligence official. Some of the trade data that they are collecting at every port are actually coded reports from agents on those worlds. The Solomani may or may not become aware that this is happening. If they do, they will come after the group with everything they've got.

PATRON: Navy Officer
REQUIRED SKILLS: Ship's Boat, Computer, Demolitions, Vacc Suit
REQUIRED EQUIPMENT: None

Scene: The group is approached by a Reserve Navy Captain named Artur Cottbus. He says that before his current patrol assignment with a 400-ton patrol cruiser, he was in charge of setting up and maintaining a small, covert refit and repair facility in a nearby Solomani-occupied system. This station was located on a tiny moon of the system's gas giant, and was supplying a number of Imperial commerce raiders that were operating in the area. However, search sweeps began coming closer and closer and the decision was made to abandon the base. Now the Navy has decided to go back and destroy it, but doesn't want to risk putting any ships of an obvious military nature too close to the gas giant. Therefore, Cottbus will jump into the outer system with his patrol cruiser and release the group in a commercial model 30-ton ship's boat. The characters are to proceed insystem and destroy the base with demolition charges.

Action: There are three variants to this scenario:

1) All is as it seems; Cottbus will actually take considerable risks to get the characters out of a jam if the Solomani detect them. The Solomani have a couple of armed cutters in the vicinity of the gas giant, as well as a few SDBs lurking in the depths of its atmosphere.

2) There's one inaccuracy in Cottbus's retelling of events. He had been ordered to destroy the base *before* he left the system, but things got hot and he chickened out. He's carrying out this mission without any word to his superiors. (If he told them, he'd also have to admit his own cowardice in the face of the enemy.) Therefore, if things get hot, he will jump back out of the system and leave the group to fend for itself. It's easier for him to explain the loss of the 30-ton boat than to explain his own dereliction of duty.

3) As in #2 above, but Cottbus is not just a coward; he's a murderer. When the group finishes its task and returns, he will try to destroy them lest they later testify to his misconduct. He has rigged a false transponder on board the ship's boat that will send out a Solomani defense craft ID. As soon as the group is back in range, Cottbus will activate the false transponder by remote control and then give his men urgent orders to fire on what is clearly a "Solomani suicide boat".

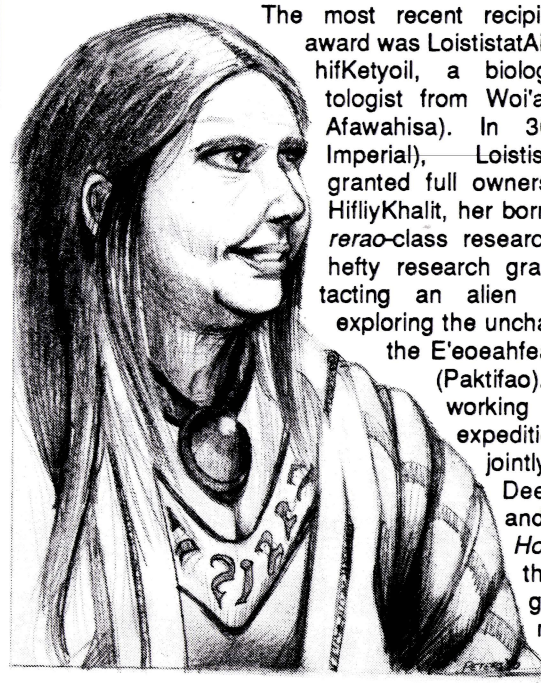
Galactic Honor Chest
— by Allan Hopkins

HISTORY

In 2937 (491 Imperial), a group of scientists on Lohreifai'o (1422 Iwahfuah) founded the magazine *Galactic Honor Chest* (AuhafyiTyafloiteiRltyeif) to raise funds for research. (Lohreifai'o was colonized by Solomani before the Long Night, and its human inhabitants call it Yokonabe.) At the Wofarai Conference in that year, its members elected AirefuKhaelitruHaistufuLaserif' as the first Chairsophont. She was descended from the original human settlers who reached Lohreifai'o in -137 (-2204 Imperial), and was a respected sophontologist and psychohistorian. She continued doing excellent work in her own fields in addition to her new duties.

In the early ftahea, the quarterly magazine would cover scientific innovations from a number of fields. Later, *GHC* started publishing articles about the physical and cultural aspects of worlds in the Hierate. Around 3200 (722 Imperial), it started funding its own surveys. A hundred ftahea later, *GHC* started providing a library data service. In 3500 (985 Imperial), the *GHC* library complex on Lohreifai'o was built. Presently, the magazine features articles on Aslan world cultures, events, scientific discoveries, flora and fauna of different worlds, unexplored areas, maps, and cultures in the Imperium and the Hive Federation.

The *GHC* gives an award for outstanding achievement to one of its members every eight ftahea — the HrefsoitakloTyafloiteiRltyeif (Honor Chest of Enlightenment). The award usually consists of either a research grant, a travel voucher, or ownership of a starship. Two famous winners of the award were the archaeologists FtealiKhuhiYulifTaheEhtowi and RltaiftoHealiLokhtafSalei, who found an abandoned Tralyaeaewi outpost with Ancient artifacts on Tlaistole' (1027 Afawahisa). At the site they found documents referring to Ancient sites throughout the Syarteal subsector (J Afawahisa).



The most recent recipient of the award was LoististatAifketyaHraifhifKetyoil, a biologist/sophontologist from Woi'akiyo (2027 Afawahisa). In 3649 (1116 Imperial), LoististatI was granted full ownership of the HifliyKhalit, her borrowed *Hkiyrerao*-class researcher, and a hefty research grant for contacting an alien race while exploring the uncharted half of the E'eoeahfea subsector (Paktifao). Besides working on the expedition funded jointly by Rim Deep Survey and *Galactic Honor Chest*, the plump, good-natured scientist has done research on the social and behavioral aspects of semi-sentient animals, especially those of an aquatic, psionic species of Tlaistole' (1027 Afawahisa).

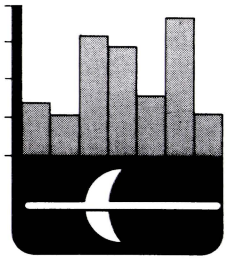
CURRENT EVENTS

Today *Galactic Honor Chest* distributes its magazines, library data, and holographic recordings throughout the Hierate and the Imperium (with Galanglic editions). Prior to the Rebellion, it exchanged information freely with Rim Deep Survey (a firm with strong links to the Ftawsteaoihaalr clan), AAB, IISS, and ConTech. With Rim Deep Survey, *GHC* has collaborated on a number of projects, most of them expeditions. Since the Rebellion, many of these ties have been cut, not out of spite but by loss of the communication lines in disputed sectors. Sales of the Galanglic Edition have been falling, and are limited mostly to the Daibei Sector. *GHC* has no ties with clans currently attacking Imperial planets and has stuck to its "facts, not rhetoric" policy in reporting. Despite this, the Aorlakht has voiced complaints about its coverage of the conflict in the Domain of Deneb. *GHC* has printed no opinion at all on the revelation of how Aslan acquired jump drive, but has reported events stemming from this revelation very carefully.

The present chairsophont is Khaustifera'aaLufiyakhilsif, a psychologist and linguist.

GHC IN GAME TERMS

The *GHC* presents plenty of adventuring opportunities. The firm often hires independent scientists, wanderers, and journalists for survey and research. On expeditions, scientists could search for archaeological sites, or study a planet's geology, ecology, culture, and local phenomena. Journalists could serve as holographers, or even as liaisons. Wanderers are often hired as starship pilots or gunners. Characters could also be linguists, navigators, engineers, or bodyguards for *GHC* staff; rescue a *GHC* survey team; or interview a famous personality. •



Survey Sweepstakes

TRAVELLERS' DIGEST 19

Let us know what you think! Photocopy the survey below, fill it out for the articles you read, and send it to: TD19 Survey Sweepstakes, 8979 Mandan Ct., Boise, ID 83709. Three names will be chosen at random to win a free copy of "Manhunt" (Onessium Quest Vol. I). Deadline for entries is July 15, 1990.

	Didn't Read	Not Useful	Somewhat Useful	Very Useful
Editor's Digest	☐	☐	☐	☐
Feature Adventure: Out of the Night	☐	☐	☐	☐
Mega Adventure: The Possession Ball	☐	☐	☐	☐
Library Data: Riftspan ReachesSector	☐	☐	☐	☐
Library Data: DenebSector	☐	☐	☐	☐
Beginner's Luck: Travel without a Starship	☐	☐	☐	☐
Traveller Q&A	☐	☐	☐	☐
Rebel Reporter: In Defense of the Solomani	☐	☐	☐	☐
Random Nuggets	☐	☐	☐	☐
Cache and Carry	☐	☐	☐	☐
Tech Briefs: Affordable Transport	☐	☐	☐	☐
Vilani High Fashion	☐	☐	☐	☐
2300AD Q&A	☐	☐	☐	☐
2300AD: The Russian Orbital Marines	☐	☐	☐	☐

ART:

Interior art this issue: ☐ So-so ☐ Good ☐ Excellent

Cover art this issue: ☐ So-so ☐ Good ☐ Excellent

IS THIS ISSUE (Compared to Last):

☐ Not as good ☐ Same ☐ Better

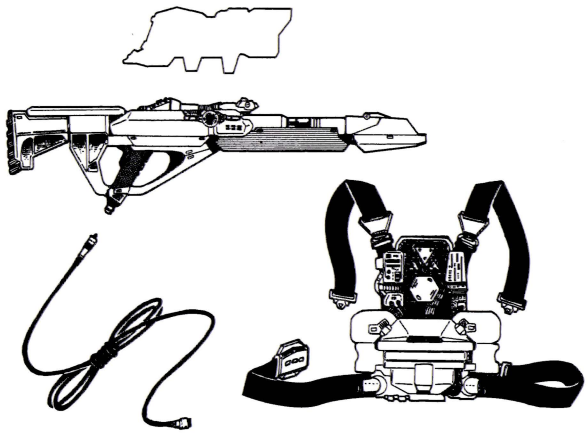
Comments:

Name and Address:

FOR OUR INFORMATION

1. How interested would you be in Traveller adventures that take place in the classic Traveller era (before the rebellion)?
   - ☐ Very interested
   - ☐ Somewhat interested
   - ☐ Not interested
   - ☐ Don't care
2. Do you play campaigns or separate adventures?
   ☐ Campaigns ☐ Adventures
3. How often do you play?
   - ☐ Several times a week
   - ☐ Once a week
   - ☐ Once a month
   - ☐ Few times a year
   - ☐ Once a year or less
4. How often do your players roll up new characters?
   - ☐ Each time we play
   - ☐ Only when their character dies
   - ☐ Only when we start a new campaign
   - ☐ Other:_____
5. When you are not running adventures, what solo traveller activity do you enjoy doing?_____
6. List your 3 favorite science fiction authors.
   _____
   _____
   _____
7. How many science fiction books would you estimate you read in a year?_____
8. Do you belong to the History of the Imperium Working Group?
   ☐ Yes ☐ No

LASER CARBINE



Tech Level 13 version illustrated

NOTES:

EQUIPMENT STATISTICS

	TL	Type	Vol	Wt	Price
O	8	Laser Carbine+Scope-8	5.0 kl	5.0 kg	Cr2,500
O	13	Laser Carbine+Scope-13	4.4 kl	4.4 kg	Cr4,000

AMMO STATISTICS

	TL	Mag Size	Round	Sig	Recoil	Danger Space	Weight	Price
O	8	50 rds	bckpack	med	low	—	3.0kg	Cr1,000
O	13	200 rds	bckpack	low	low	—	1.5 kg	Cr3,000

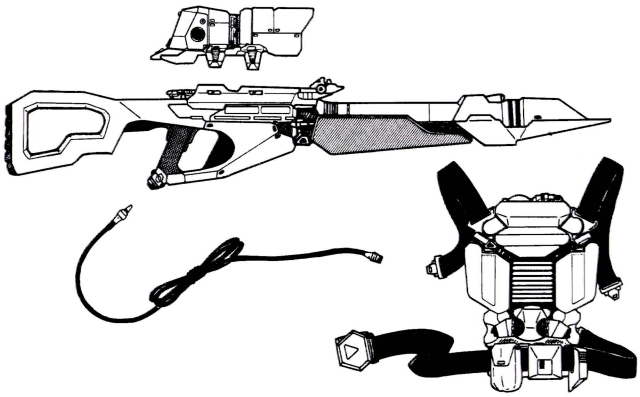
med sig=some light/noise generated; easy to spot if fired in darkness;
low sig=hard to spot; very little light or noise when fired;
low recoil=does not cause disorientation if fired in zero-g environment;

AMMO USAGE RECORD (OPTIONAL)

Each square represents ten shots

O TL8: ☐☐☐☐☐ ■■■

LASER RIFLE



Tech Level 13 version illustrated

NOTES:

EQUIPMENT STATISTICS

	TL	Type	Vol	Wt	Price
O	9	Laser Rifle+Scope-9	5.0 kl	6.0 kg	Cr3,500
O	13	Laser Rifle+Scope-13	8.8 kl	8.8 kg	Cr8,000

AMMO STATISTICS

	TL	Mag Size	Round	Sig	Recoil	Danger Space	Weight	Price
O	9	100 rds	bckpack	med	low	—	4.0kg	Cr1,500
O	13	200 rds	bckpack	low	low	—	2.0 kg	Cr3,500

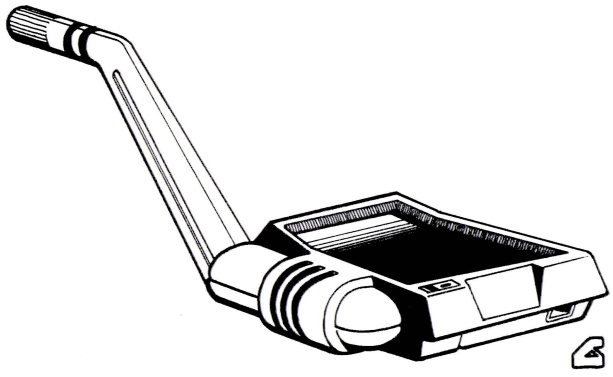
med sig=some light/noise generated; easy to spot if fired in darkness;
low sig=hard to spot; very little light or noise when fired;
low recoil=does not cause disorientation if fired in zero-g environment;

AMMO USAGE RECORD (OPTIONAL)

Each square represents ten shots

O TL9: ☐☐☐☐☐☐☐☐☐☐ ■■■

STRESS DETECTOR



Tech Level 14 version illustrated

NOTES:

EQUIPMENT STATISTICS

TL	Type	Vol	Wt	Price
O10	Stress Detector-10 (con)	2.5 liters	4.0kg	Cr2,000
O12	Stress Detector-12 (con)	1.0 liters	2.5kg	Cr1,500
O12	Stress Detector-12 (rng)	3.0 liters	10kg	Cr3,000
O14	Stress Detector-14 (rng)	1.5 liters	6.0kg	Cr1,500

SUPPLEMENTAL STATISTICS (OPTIONAL)

TL	Charge Duration	Operating Noise	Power Usage	Comments
O10	8 hours	none	0.1kw	contact sensors
O12	8 hours	none	0.1kw	contact sensors
O12	8 hours	none	1.0kw	ranged
O14	8 hours	none	0.5kw	ranged

USAGE RECORD (OPTIONAL)

Each square represents 1 hour of usage

O TL10:
O TL12:
O TL12:
O TL14:

DESCRIPTION

This is a device which directs a diverse battery of medical and audio sensors to monitor a subject's stress level. Primarily, the unit is used to determine the validity of an individual's statements during a session of questioning. Thus, being the advanced offspring of today's polygraphs, stress detectors find their main users to be judicial and law enforcement agencies.

A number of different models exist; some able to gather data from a distance (ranged), others requiring sensors to be attached to the skin (contact). Generally, the contact units yield a higher degree of reliability in their data.

Due to the complex and seemingly ambiguous nature of the detector's readings, it must be run by a trained operator or be working with a model/2+ computer to reduce the data. When starting a session of inquiry, the subject must be run through a number of *registration questions.* These help calibrate the machine to interpret the individual's responses. The longer time spent in this preliminary activity, the more accurate the machine's data become.

TASK LIBRARY

To use the stress detector in determining a statement's truth:
[varies], Interrogation, Int, 0.25 sec (uncertain)
Difficulty levels: TL10 (contact) = Formidable
TL12 (contact) = Difficult
TL12 (ranged) = Formidable
TL14 (ranged) = Difficult

Referee: If the subject has interrogation or streetwise skill, then he may use it as a negative (defensive) DM during task resolution. For each hour of registration questions asked, the difficulty level of the task is reduced by one level.

To repair a damaged stress detector:
[varies], Electronics or Computer, Edu, [varies]

Referee: Difficulty depends on the damage level. Use the standard damage and repair guidelines. Time increments for shop repair are as follows:

superficial damage .....5 min
minor damage .....30 min
major damage ..... 10 hrs
destroyed .....3 days

For field repair, double the time increment, in addition to other standard increases.

PSIONIC SHIELD HELMET

Tech Level 14 version illustrated

NOTES:

EQUIPMENT STATISTICS

TL	Type	Vol	Wt	Price
O 12	Psionic Shield Helmet-12	0.5 liters	0.1kg	Cr4,000
O 13	Psionic Shield Helmet-13	0.5 liters	—	Cr4,000
O 14	Psionic Shield Helmet-14	0.5 liters	—	Cr4,000
O 15	Psionic Shield Helmet-15	0.5 liters	—	Cr2,500

SUPPLEMENTAL STATISTICS (OPTIONAL)

TL	Charge Duration	Operating Noise	Power Usage	Comments
O 12	4 weeks	none	0.001kw	heads-up status display
O 13	12 weeks	none	0.001kw	heads-up status display
O 14	unlimited	none	0.01kw	powered by body heat
O 15	unlimited	none	0.005kw	powered by body heat

USAGE RECORD (OPTIONAL)

Each square represents 1 day (24 hours) of usage

O TL12:

O TL13:

DESCRIPTION

The psishield is a powered helmet creating a weak electrical field at human brainwave frequencies. Psionically talented individuals perceive this as static, which prevents undesirable telepathic influences or psionic assaults.

The helmet gives little physical protection, but it gives the wearer an automatic psionic strength rating of 15 (only for purposes of defense against psionic assault). Shielded individuals cannot be detected by characters possessing life detection, nor can they receive telempathic or telepathic suggestions. They cannot be probed or have their thoughts read. The on-off switches on most models are equipped with psi-proof locks to prevent telekenetics from turning off the unit.

The electronics of a psionic shield helmet are relatively simple, but one can break down or be sabotaged. A small meter which is viewed on the polylucent cuprothallium heads-up display allows testing of the helmet's effectiveness. The shield is battery powered until TL14, when it functions off the wearer's body heat.

Personal psishields can be difficult to locate in the central regions of the Shattered Imperium. They are more common in the Domain of Deneb and extra-Imperial regions.

TASK LIBRARY

No specific skills are required to use this device.

To disable a psishield's field circuitry:
Routine, Electronics, Edu, 12 sec (safe, unskilled OK)

Referee: For TL14+ units, the task becomes *difficult.*

To disable the unit's circuitry so that it appears undamaged:
Difficult, Electronics, Edu, 3 min (safe)

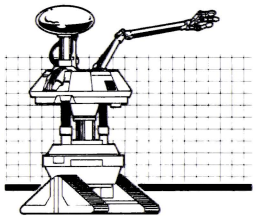
Referee: At TL14+, the task becomes *formidable.* If a mishap occurs, the psionic helmet is obviously damaged. On a hasty attempt, make this task *uncertain.*

To repair a damaged psishield:
[varies], Electronics, Edu, [varies]

Referee: Difficulty depends on the damage level: use the standard damage and repair guidelines. Time increments for shop repair are as follows:

superficial damage.....1 min
minor damage.....5 min
major damage.....2 hrs
destroyed .....5 hrs

For field repair, double the time increment, in addition to other standard increases.



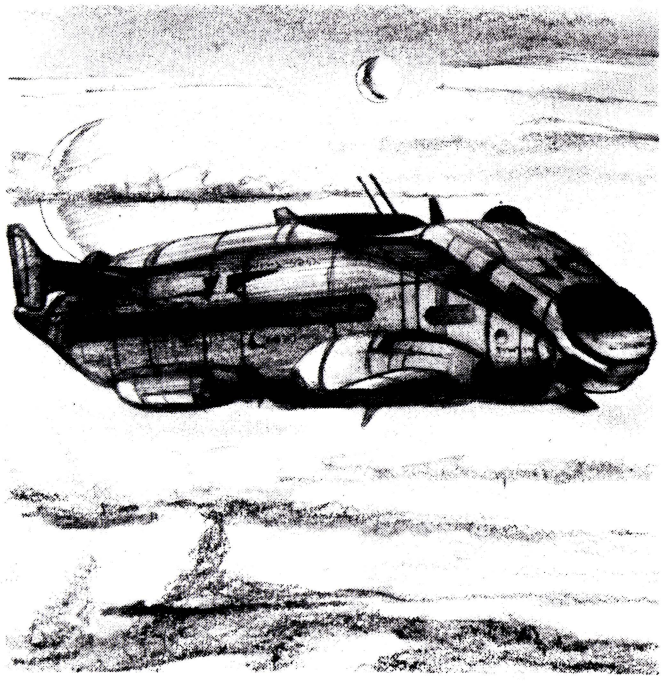
Affordable Transport, Part 1

TRAVELLER TECH BRIEFS
—by Nancy Parker and Gordon Sheridan

MASS TRANSPORT

Adventurers often use or encounter mass transport systems on the planets they visit. Such systems often arise from freight-hauling systems at first, but hauling people is also big business and methods for doing so proliferate as technology advances. Many cities restrict the use of individual vehicles to alleviate traffic problems or to reduce pollution (at lower tech levels), or even to keep control of the movements of the populace; thus most cities *must* have some form of mass transport.

Although many characters would prefer the privacy and freedom of travelling in their own vehicles, this is not so easily arranged. Unless characters are carrying on-planet vehicles on their starship, they must rent them. This requires good credit or collateral on most planets, since the item being rented is of considerable value. Renting by the day is also costly; mass transport is usually cheaper.



Generally speaking, anyone can ride a mass transport system for the cost of the ticket. However, access to long-distance transport is affected by law level. On moderate law-level planets, travellers may be subject to weapons search before boarding. At high law levels, special travel permits are required for trips between cities or continents, and bribery may be useful in obtaining them. At extreme law levels, long-distance transport is often reserved for official business only, or for moving troops or prisoners. Getting around such laws is hazardous.

Freight can be transported at less cost than people. Fairly rapid transport on-planet can be obtained for about Cr0.005 per kilogram per kilometer. Special delivery and extra-fast service cost 10 to 20 times as much. Surface-to-orbit transport is about Cr100,000/kg when rockets begin to be used commercially, about Cr1/kg when gravitic propulsion becomes common.

Gravitics in Mass Transport

When gravitics becomes the main technology for transportation, cities undergo a transformation. Paved roads are converted to parkways. The ground level bus stops and parking lots may remain paved, but huge areas of asphalt are planted in attractive greenery on most worlds. Many stops at higher levels of buildings are also possible. Airports also change. Gravitic intercity flights replace the small commuter airlines of earlier tech levels, and grav planes require no long runways — they are inherently VTOL capable.

Earliest TL Available	Type	Average Unit Capacity	Cost/Km	Speed	Remarks	Frequency Available
5	Train	60 persons/car	Cr.5	80-250km/hr	surface or subway, power as per TL, dual or monorail, may be electric	one to 20 times daily
5	Bus	30 persons	Cr.1	40-100km/hr	wheeled, ACV, or grav (atTL10-11)	one to 40 times daily
8	Mag-lev	40 persons	Cr.3	500 km/hr	usually replaces train	as train
9	Pneumotube	15 persons	Cr1	1,500 km/hr	rarely used to cross oceans	four to 20 times daily
6	Airplane	12-150 persons	Cr1	200-2,000 km/hr	semi-ballistic at TL8, grav versions at TL 10	two to 12 times daily
8	Slideways	1 person/sq.m.	Cr.1	5-50km/hr	in-city only, may be free or on a daily pass basis	continuous operation
14	Transgrav	20 persons	Cr2/min.	100,000km/hr	see above for details	four to 12 times daily

Gravitic vehicles are preferred for surface-to-orbit transfers of people and freight, as they are both cheaper and more reliable than rockets. Long-distance grav planes may also go outside the atmosphere to save time, adopting a semi-ballistic course. This is also an option with high-speed planes at TL8.

Transgrav Gravitic Transport System

In the absence of matter transporters, the transgrav is the fastest form of transportation on a world surface. The transgrav system uses gravitic vehicles running in a tunnel. The tunnel is evacuated, and the cylindrical vehicles accelerate for half the distance, then decelerate during the second half. On Galiano/Jayna (Old Expanses 1519 A767847-F), on the Carthago-New Tunis line, the transgrav achieves speeds of up to 125,000 kph.

At these speeds, collisions would be disastrous, but onboard computers register the distance of the shuttle car from the walls of the tunnel and adjust the propulsion as needed. Cars are launched so that only one is in the tunnel at any time.

The unique construction of the transgrav system allows for some interesting possibilities. High speeds are possible because there is virtually no air friction. Also, inertial compensators make it possible to have extreme accelerations with no loss of passenger comfort, unlike the lower-tech pneumatic tube, which must keep to accelerations that humans tolerate well.

The cost of a ride is based on time of travel, costing Cr2 per minute of travel. A commuter's pass good for 60 minutes of travel time can be bought for Cr60, while cargo transport runs at Cr50 per ton anywhere on the planet.

Average times for travel between cities on Galiano are as follows:

Carthago to Senibus 6 minutes
Senibus to Pharos 11 minutes
Pharos to Aswan 9 minutes
Carthago to New Tripoli 15 minutes
Carthago to New Tunis 20 minutes

A new transgrav line is under construction to link Aswan and New Tunis, thus giving a world-circling line. Similar networks exist on other tech level 14 and 15 worlds, but underground construction problems make them less common than might be expected. An enclosed, above-ground system exists on Veraq/Quinoid.

CENTRAL TRAFFIC CONTROL

On high-population planets, and in cities with population densities exceeding 1000 persons/sq. km., centralized traffic control is common at tech level 9 and onward. Vehicles built on the planet will have guidance units built in; units can be installed in imported vehicles for Cr50. Occasionally, control consists of assigning paths and speeds to drivers by radio and leaving compliance to their efforts. More often, however, ground traffic is controlled by strips in the pavement, while air traffic is required to have interactive transponders (see below) to operate legally in urban areas.

Once a destination has been registered with central control, the driver of a ground vehicle has nothing to do except in an emergency, when he may have to override control and get out of the traffic. Controlled highways are blocked off to pedestrians to prevent accidents, and vehicle failures are reported by the control unit so that vehicles can be eased out of the flow; hence a true emergency is very rare. A change of destination in mid-travel can be accomplished by a radio message.

The convenience of being able to travel in one's own vehicle without attending to the task of driving is often lauded by proponents of such traffic control systems. Most people enjoy the freedom to work or relax rather than waste their travel time.

There are, of course, always dissenters to this cheerful portrayal. It is nearly impossible to hurry (by ignoring speed limits) in a centrally controlled traffic stream. This can cause tardiness at school, work, or other appointments. Only a bona fide emergency, called in to the controllers, is cause for extra speed to be allowed. Firefighters and ambulances in the course of their duties, naturally, can travel very quickly and expect other traffic to be shunted out of their way. But for those who want the thrill of "opening up" a powerful vehicle, only licensed racetracks remain as an option. Cruising aimlessly for pleasure is also difficult in a controlled system. For those who seek this pastime, country roads not under control are the best bet. Ignoring instructions or operating an uncontrolled vehicle in a controlled area is a serious offense. Guilty parties may be fined up to Cr15,000 or imprisoned.

Interactive Transponders

Central control of gravitic air traffic is not very practical in high-density urban areas (though some extreme governments will try it anyway). Instead, on most planets, all vehicles are required to have interactive transponders as part of their avionics equipment. These locate the vehicle precisely with inertial locaters, and communicate to all nearby vehicles by radio. Flight paths are then automatically altered slightly as needed to avoid collisions.

This system is standard in most vehicles sold in the Imperium. An air/raft arriving from off-planet must have its system calibrated to the world. On those worlds which do slave craft to a central system, the unit has to be refitted.

A busy planet must assign flight paths even in its near space. Most spaceship and starship computers have the capability of interfacing with ground control computers to facilitate safe orbit and landing on such planets. Protocols for different races are different enough to cause frequent problems when landing on an alien planet, however. •

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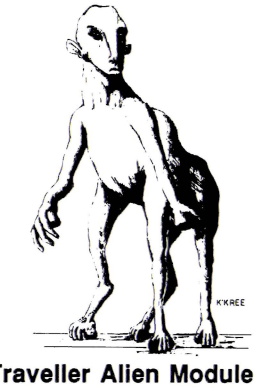

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WEEKEND WARRIOR
8116 Van Noord Ave
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Vilani High Fashion

—by Tom Peters

"More can be determined about a culture by its fashions than by its philosophers." Walstien

Analysts often have difficulty defining what, exactly, Vilani Fashion is. The Vilani Style has so thoroughly permeated what is called "Main Stream" Imperial culture that partial examples are everywhere. People wearing Vilani-influenced designs range from courtiers on Capital to tramp freighter pilots in the Spinward Marches. The Imperial Armed Forces owe most of their uniforms to the Vilani, as do the ship crews of most of the Megacorporations. Why has one style found a home over so huge a volume of space, among such diverse populations?

First, mobility in the Imperium has helped to scatter artifacts of *all* its constituent cultures far from their homeworlds. But, more importantly, the Vilani have been starfaring a long time. The Ziru Sirka encompassed almost all of what is now the Third Imperium, over 3,000 years ago. Vilani influence was everywhere. Lastly, Vilani styles combine the practical and aesthetic uncommonly well.

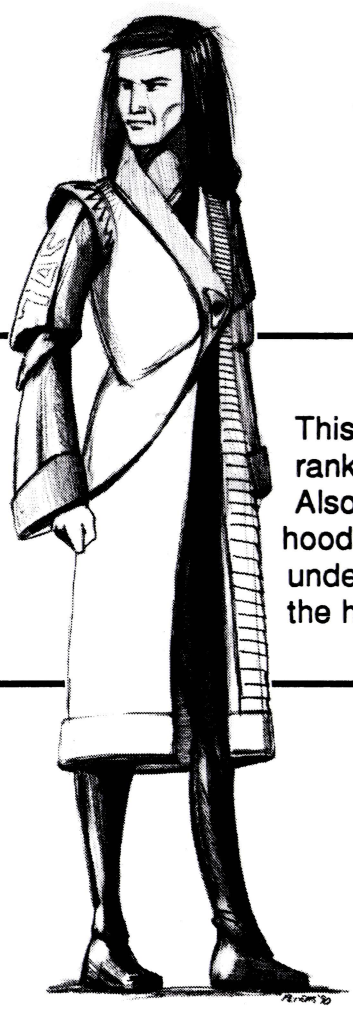
Vilani fashion offers insights into the Vilani mindset. The almost universal asymmetry seems at first to contradict the orderliness of their culture. Instead, it serves as reminder that each individual is but an element of the overall pattern. For this reason many interlocking geometric designs are incorporated into the clothes. The long, often impractical sleeves of the nobility serve to communicate the fact that these individuals have no need to use their hands. And the style is practical, because this is true. The highest of ranks have bulky formal mittens that render their hands all but useless — a clear statement that this one has others (potentially many others) to do his will. These mittens sometimes conceal keypads for covert communication of that will. Thus the saying, "Those with no hands have tight grasps."

The prominence of hoods and shrouding hats has its origins also in the Vilani society. In a world where so much is known about a person's life (as defined by his job) there is a great desire to appear a little mysterious and unreadable to others. As the head coverings also shroud the face and eyes, they serve this purpose admirably. The rainy seasons of Vland may have influenced this trend as well.

Here follow a few samples to illustrate and elucidate these theories. They are presented in the hope of kindling, in this time of troubles, some understanding and familiarity where differences are all too much emphasized.

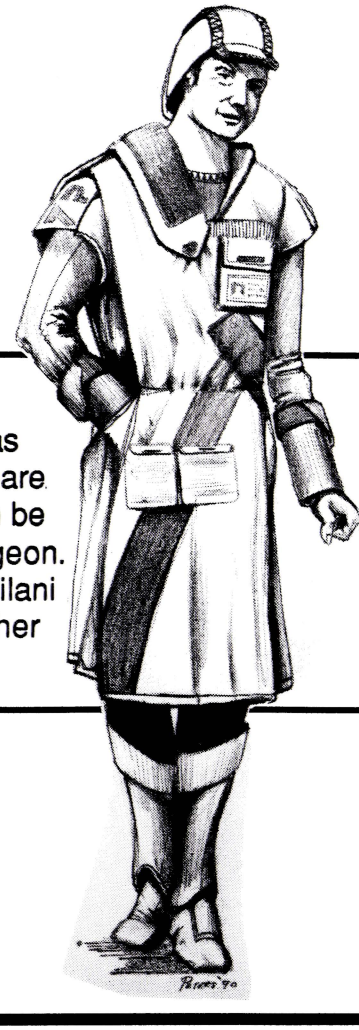
SAFARI SUIT

The "Safari Suit" is meant for hot, humid climates. Smooth lines minimize places on the garb that can snag on branches in the forest. The cut of the trousers provides protection of the knee while letting that area breathe (the cloth is very porous.)



NOBLE — MIDDLE RANK

This is typical garb of a Vilani noble of middle rank. Note the not-quite-concealed hands. Also note the long hair, which often replaces hoods on the nobility. The black body suit underneath the main garment is also a sign of the higher ranks.

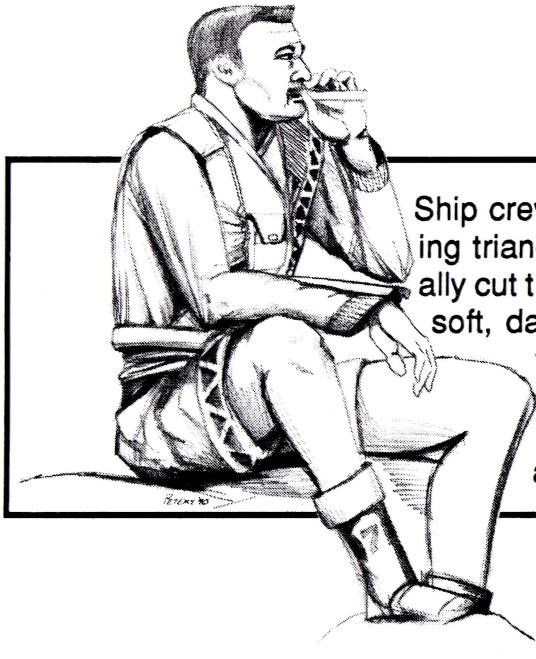


POLICE OFFICER

Police Officer. The main garment is double-strength cloth armor. The helmet is also cloth, as are the leggings. The bottom sleeve coverings are a lightweight ceramic, into which the hands can be withdrawn. The cuff can then be used as a bludgeon. Note the black body suit worn underneath. Vilani police are considered to be among the higher classes.

NOBLE — GARMENT OF DISPUTE

Noble in full formal garment of dispute. Note complete body covering. The mittens have slashes in their inner surfaces, in case the noble needs to use his hands (for something other than covert signaling.)



SHIP CREW CASUAL WEAR

Ship crew casual wear. Note the interlocking triangular pattern. This pattern is actually cut through the outer layer, to expose a soft, dark material beneath. The color of the cummerbund that fits underneath the bottom of the tunic usually denotes one's department aboard a vessel.

2300AD Q&A

—by Lester W. Smith

*In this issue we introduce a new feature — answers to your **2300AD** questions by the line manager at GDW, Lester Smith. This will be a semi-regular feature. As Lester accumulates enough questions and answers to make an article, we will publish them. So if you've been wondering about something in the **2300AD** universe, send your questions to Lester Smith, c/o Digest Group Publications.*

What is the standard rifle of American forces? (I suspect that it is probably a made-in-the-USA weapon similar to the SK-19 for Marines, maybe for all American forces.)
American Marines use an M-5 assault rifle, the statistics for which are given in *Mission Arcturus*. Weapons for other American forces are yet to be published.

Is it possible to "stack" armor, to wear a rigid vest over non-rigid body armor, for example?
Stacking cannot be done with the armor listed in the basic game rules. If, as referee, you wish to allow armor to be stacked, you should create variant types based upon those in the basic game .

In the starship section, it is stated that MHD units require 75 tons of fuel per week per MW, while fuel cells require 100 tons per week per MW. Is this an official change from the first edition and *Star Cruiser*, in which rules fuel cells were more efficient than MHD?
2300AD is correct (and **Traveller: 2300** lists the same ratings); *Star Cruiser* is incorrect. Therefore, MHD units use 75 tons and fuel cells use 100 tons.

Why is the SK-19 rifle, which was in Traveller: 2300, missing from 2300AD, especially as it is mentioned in the combat example in the 2300AD "Director's Guide"?
For reasons of space in the new format, one current service rifle had to be cut from those originally included in **Traveller:2300**. The SK-19 was chosen for the cut, but unfortunately we forgot to delete it from the combat example.

The "Director's Guide" states that gravitational scanner systems can detect operating stutterwarp ships out to about 150 AU. What are the military implications of this?
You know that an operating stutterwarp is there (which is one of the reasons for the black globes on the map), but you cannot gain target resolution until normal sensor range is reached. Also, 150 AU is quite a distance insystem, so by the time you reach the spot where the stutterwarp was detected, the vessel may be long gone.

Section 6 of *Star Cruiser*'s "Naval Architect's Manual" lists mass and volume for work stations and cockpits but no costs. What should those costs be?
Work stations are Lv30,000; cockpits are Lv50,000. But in terms of the ship design sequence, these prices are not added separately but are included in the cost of building the hull and mounting it with drives, sensors, weapons, and the like.

Section 9 of *Star Cruiser*'s "Naval Architect's Manual" lists mass and volume for targeting computers, but gives no costs. What should they be?
This is an oversight. The cost for a +1 computer is Lv700,000; Lv2,800,000 for a +2.

Concerning the effects of screens in *StarCruiser* combat, if a level 6 screen is attacked by two 10x2 detonation lasers in one phase, will it defend against all 20 attacks at level 6, or will there be some degradation?
Screen degradation occurs immediately after each shot, but simultaneous shots will be at the same screen level. This means that in your example, 10 shots (those from the first detonation laser) will all be against level 6 screens. The next 10 shots (those from the second detonation laser) will all be against what level the screens were reduced to by hits from the first missile.

Is the Martel fighter (armor level 10!) really invulnerable to everything except surface fixture damage?
A roll of 10 against armor always penetrates, regardless of armor value. This is essential, as armor values even higher than 10 are possible given the ship construction rules. Why build a ship with an armor value above 10? Because it retains a high armor value if breached.

Do Kafer ships use a UTES-type system? Despite the designer's notes about the "limited number of directors" on Kafer ships, there is no mention of TTAs.
Kafers generally use something very similar to UTES.

Why do high-damage weapons have the same chance of penetrating armor as normal-damageweapons?
If you like, you might try an unofficial variant in which 1D10 is rolled for each point a weapon can produce and one point gets through armor for each successful die roll. This will change the balance of the game somewhat, however.

The "Rules Book" says on page six that "each group of three engineers (or fraction thereof) forms a single damage control party," but page eight says that it takes a three-man party to fix a point of damage. Which is correct?
Page six is correct.

OPERATION OVERLORD

The year is 2303. The Kafer invasion has been halted and the alien warships have been pushed back to the frontier. Still, the fighting is far from over. Pockets of Kafer ground troops exist on every single human colony world from Beowulf to Aurore. Kafer guerillas continue to attack the colonial towns and cities. Numerous Kafer warships continue to operate within the French Arm, raiding colonies, attacking unprotected shipping, and ambushing stray warships.

However, these raiders have a weak link — they need to be supplied. Their forward base at Dunkelheim has to be eliminated and Admiral Borodin has put the Americans to the task.

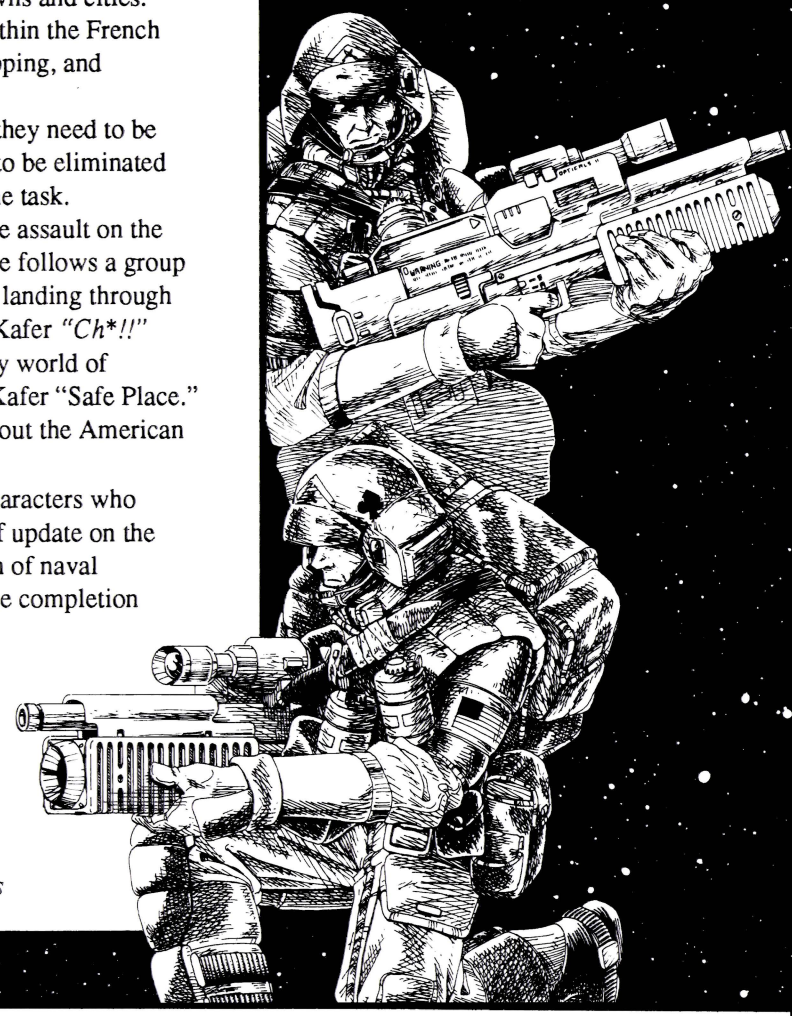
Operation Overlord is the American Marine assault on the Kafer citadel based at Dunkelheim. The adventure follows a group of American Marines from their interface assault landing through a mission which takes them into the heart of the Kafer *"Ch*!!"*

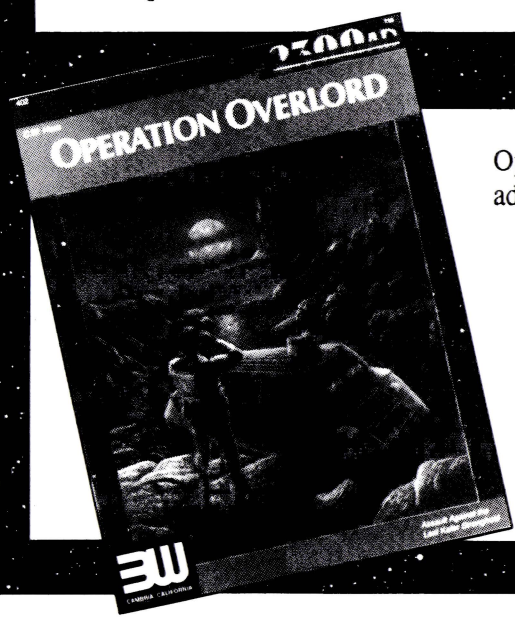
This book contains information on the colony world of Dunkelheim and the citadel which serves as the Kafer "Safe Place." This book also contains extensive information about the American Marines, their equipment, and their organization.

A modified skills list is even included for characters who enter the career path of the Corps. Finally, a brief update on the Kafer War is provided, describing the disposition of naval forces and of the American Marines following the completion of the adventure.

Operation Overlord serves as more than just an adventure. Its completion leaves plenty of room for further adventures, allowing directors to easily stage a campaign against the Kafers on post-invasion Dunkelheim.

Design ..... *C.W.Hess*





Operation Overlord is a **2300 AD** science-fiction role-playing game adventure dealing with the assault on the Kafer *"Ch*!!"* on Dunkelheim.

✦

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The Russian Orbital Marines

—by Mark Galeotti

The Orbitoe Piekhoti, the Orbital Marines, are elite soldiers under General of Marines Ivan F. Khmelinitsky and the General Staff of the Russian Space Navy, the Voisk Cosmo. Since Russia is not a colonial power, their duties are essentially limited to security, boarding in cases where customs violations are suspected and the police customs teams or the Orbitoy Dozor (Orbital Patrol) want special support, and as a special rapid response unit. They do not, for example, even have any specialized landing craft for a "jump" in contested airspace.

No conscripts serve in this much-feted unit and the 400 or so OP are often seen in honor guards, leading parades, and starring in the crudely nationalistic tri-vid films put out by the Bureau of Public Information. Standards are high, entrance requirements stringent and the training grueling, but the results are troops, well above the Russian standard, which have won the grudging respect of French, American, and German soldiers alike.

A platoon is made of 12 men — Ensign, Platoon Sergeant, and two squads of four men and a First Soldier — armed with three VL-16s, an SVB sniper's rifle and a GR-14. Gauss rifles are not usually issued since their high rates of fire produce a recoil unacceptable for troops who often operate in zero-G conditions.

Four platoons plus a small four-man command section make up a Polk ("company"). Each VC squadron has a single Polk, OP, except the 5th Red Banner Guards Assault Squadron which disposes of a full "battalion", the 1st Guards Boyevaya, OP.

Along with three Polk of OP this includes two special units, the 3rd Support and 7th Armored Polk. The former provides mobility and light support for other units when deployed dirtside. It has two transport platoons each with three NV-68 hoverbuses (each able to carry 24 men) and one of four NV-86s, light armored GEVs with computer-controlled trinary autocannon for point air defense and direct fire support.

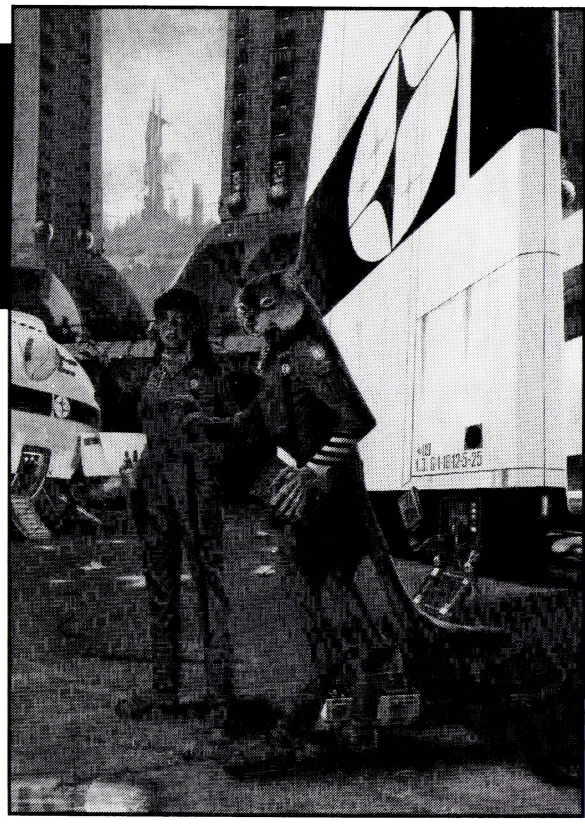
The 7th Armored Polk disposes of only the 20 men who man and maintain five NT-79 hovertanks. They have never seen active service but always have a prominent role in the annual military parade through Red Square, hence their nickname the "toy soldiers". Nevertheless it is an aggressively trained and recruited force and is generally seen as a useful avenue to command position within the Orbital Marines.

The illustration shows two OP from the 4th Glorious November Far Stars Squadron's 12th Polk. Ensign Novorov is in everyday dress, a standard white shipsuit with the red collar tabs and "Sam Browne" rig of a marine. On the pocket of his left sleeve is the squadron's red bear's-head insignia while a service-wear alloy replica of his prized Cross of Patriotic Gallantry is on his breast cargo-pocket. Directing an OQC boarding, he is armed with the standard sidearm, 5.9mm Pistolet Bakunin autopistol and wears a communications headpiece/mike. He is holding his officer's computer unit.

Behind him is one of his men, ready for boarding in a GPVV vacuum suit which provides an armor value of 0.9 all over and 1.1 on head and torso. Communications gear and polarised vision enhancement are built in, and the armored blister on his right shoulder plate houses a bio-monitor under a hinged cover. On boarding duties, his left plate will be emblazoned with the flag of the Russian OQC contingent rather than squadron colors.

Instead of the usual VL-16 laser rifle (license-built F-7s) he carries a GR-14 recoilless grenade launcher. For boarding it is loaded with "splash shells", canister rounds which blast a spray of volatile chemicals at a very high pressure. Within three to four meters such a round can rip through flesh and even light armor (DPV=0.3); beyond that range it evaporates harmlessly. Its virtue is that even point-blank hits should not penetrate a hull or damage machinery, nor will it clutter up a zero-G battlezone with floating debris. Another five-round drum of RGZ splash shells and two of RPG-6 flechette rounds are stored in his belt pouch. •

MEGATRAVELLER



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